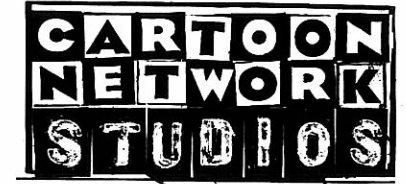




# "The Tower"

## 1025-168

### Original Board



Date 09/04/13



Board Team Final 09/04/13



Network Approval Board



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
TBD

Storyboard by  
Tom Herpich  
& Steve Wolfhard

ADVENTURE TIME



Page \_\_\_\_\_

Sc.	Pnl.	Bg.	day night
<div></div>			

Sc.	Pnl.	Bg.	day night
<div>THE TOWER BY STEVE &amp; TOM</div>			

Dialog:
Action:
Timing:

EPISODE # 1025-168

Production :

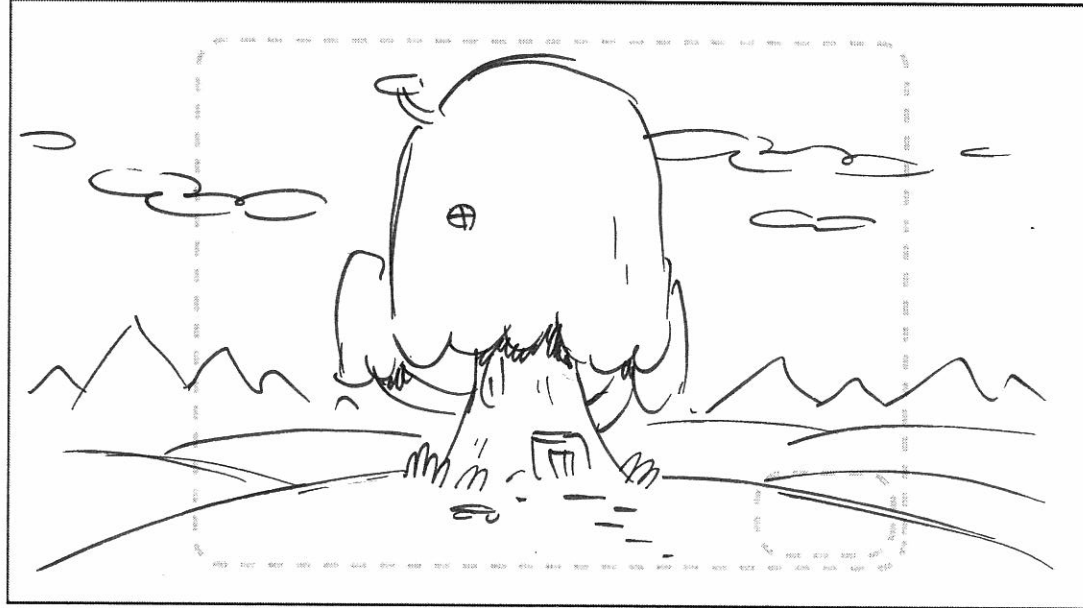


# ADVENTURE TIME

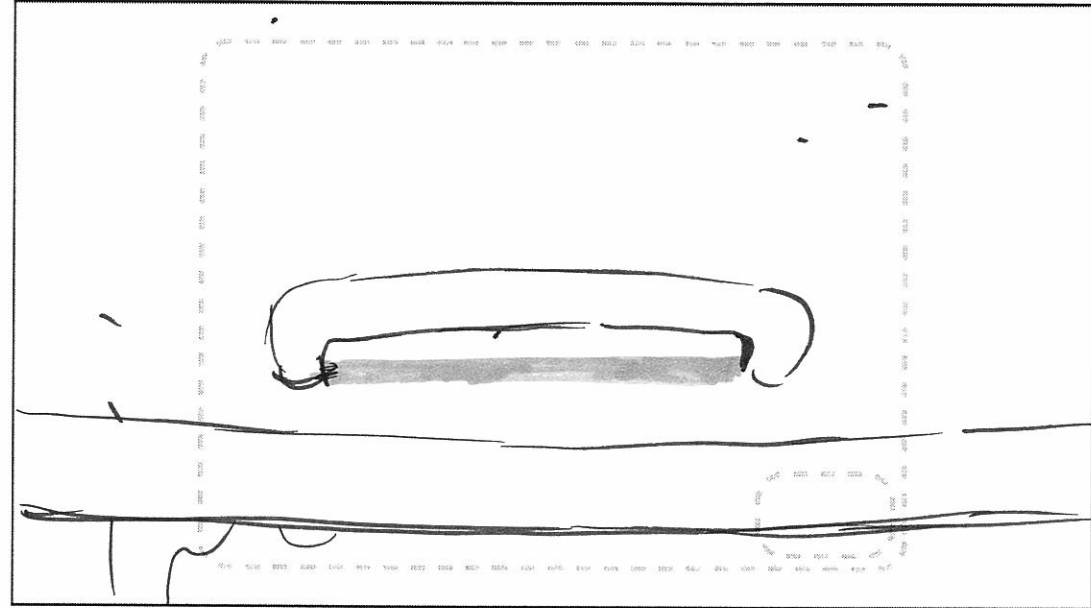


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:

(F) (OS) ♪ \* Humming the tower song \* ♪



\* humming \*

Action:

Timing:

EPISODE #

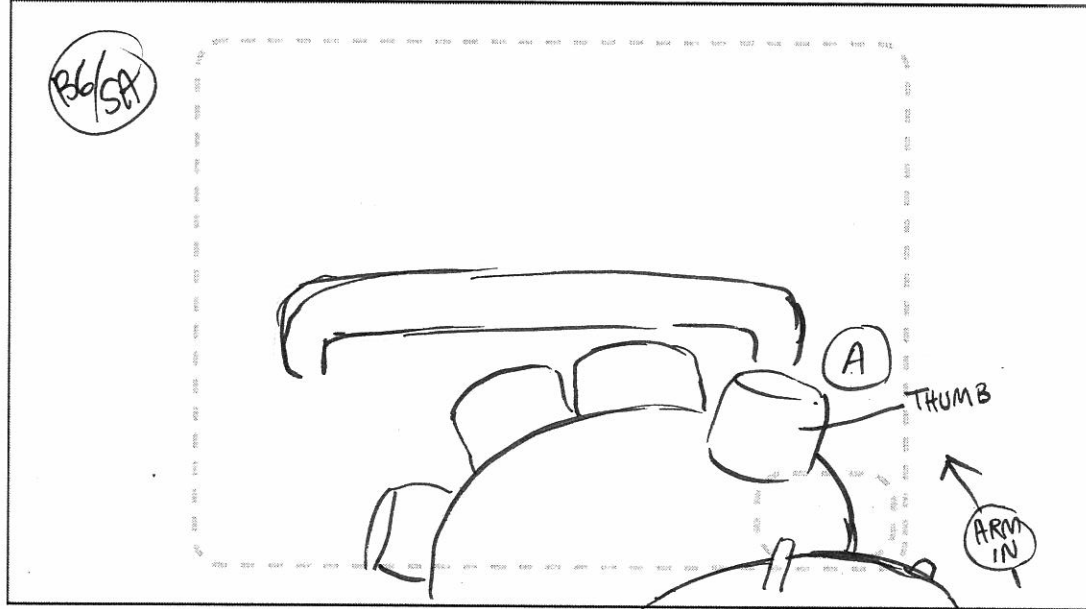
1025-168

Production :

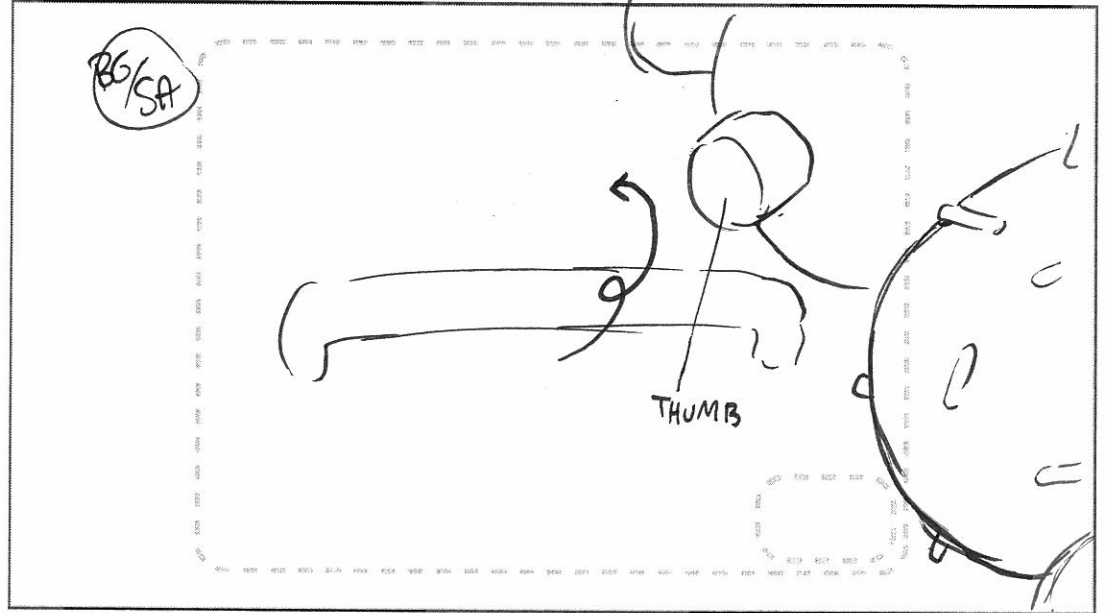
# ADVENTURE TIME



Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog: (F) (OS) \* humming turns to frustrated grunting. \*

Action:  
A B A B A B

- Finn's candy fingers are too fat to fit under the handle

Timing:



EPISODE #

1025-168

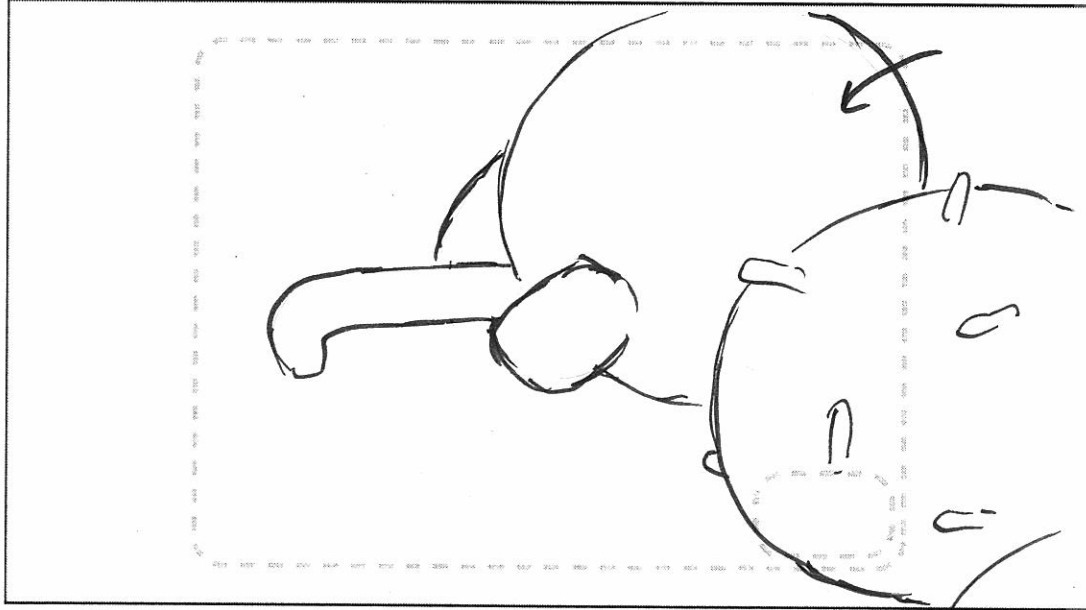
Production :

# ADVENTURE TIME

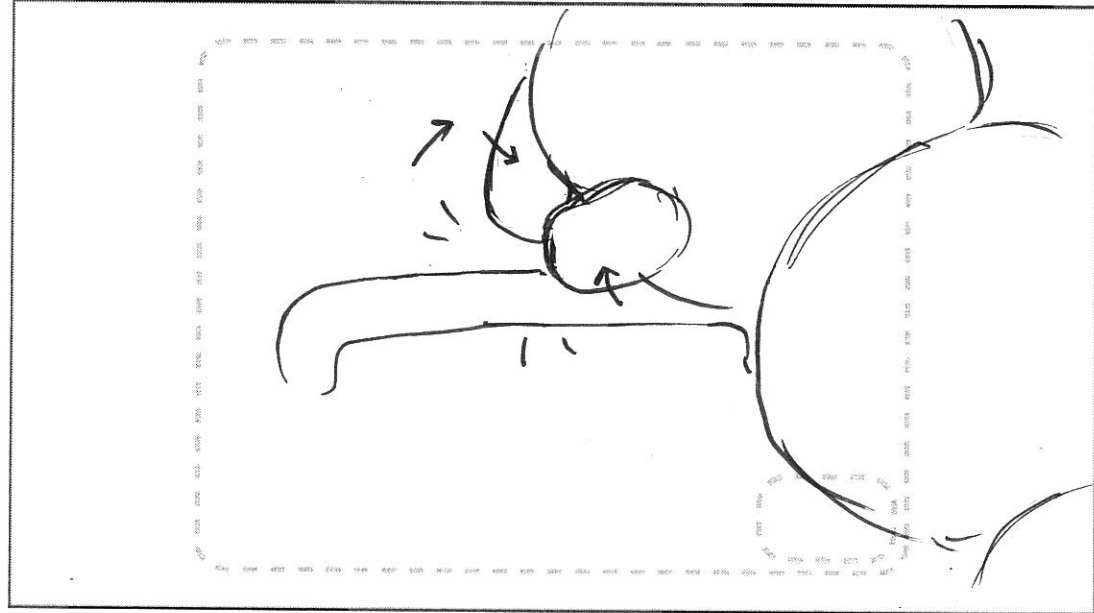


Page 3

Sc. 2 Pnl. D Bg. day night



Sc. 2 Pnl. E Bg. day night



Dialog:

(FOS) \* grunting \*

Action:

- when the fat round fingers squeeze the handle, the hand pops back off. They're too fat and round to grasp the handle.

Timing:

1025-168

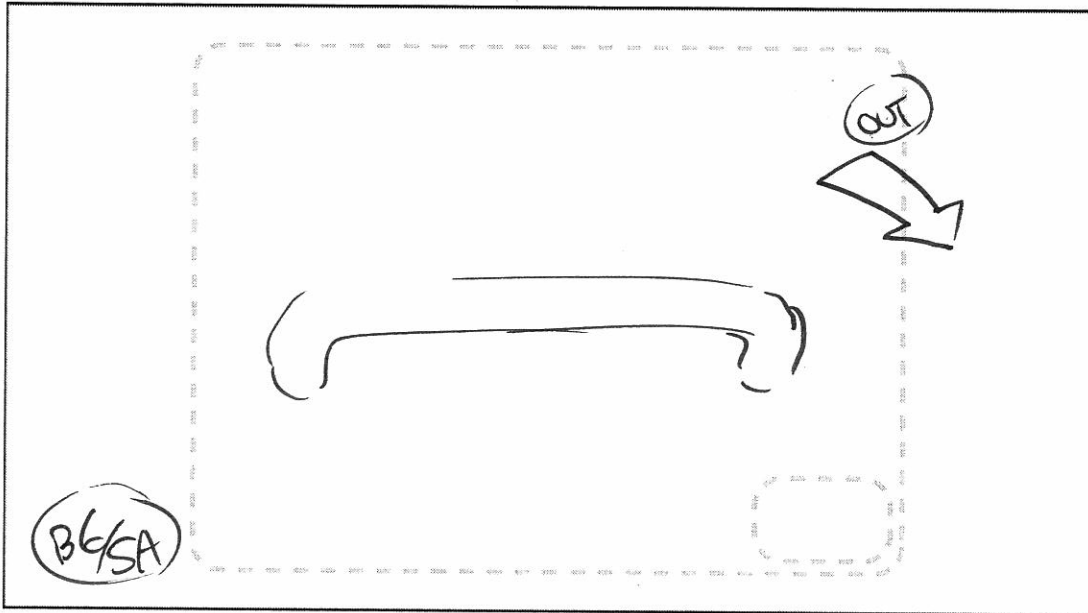
EPISODE #

Production :

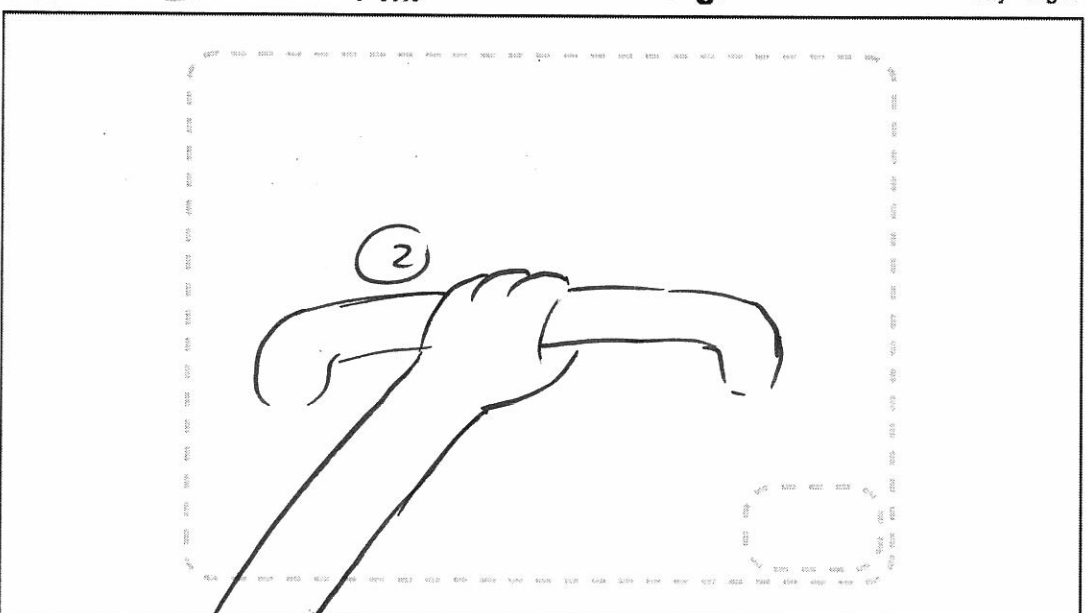
ADVENTURE TIME



Sc. 2 Pnl. F Bg. day night



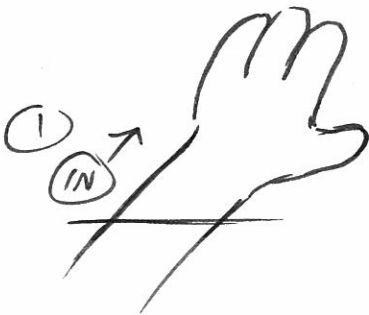
Sc. 2 Pnl. G Bg. day night



Dialog:

Action:

Timing:



EPISODE #

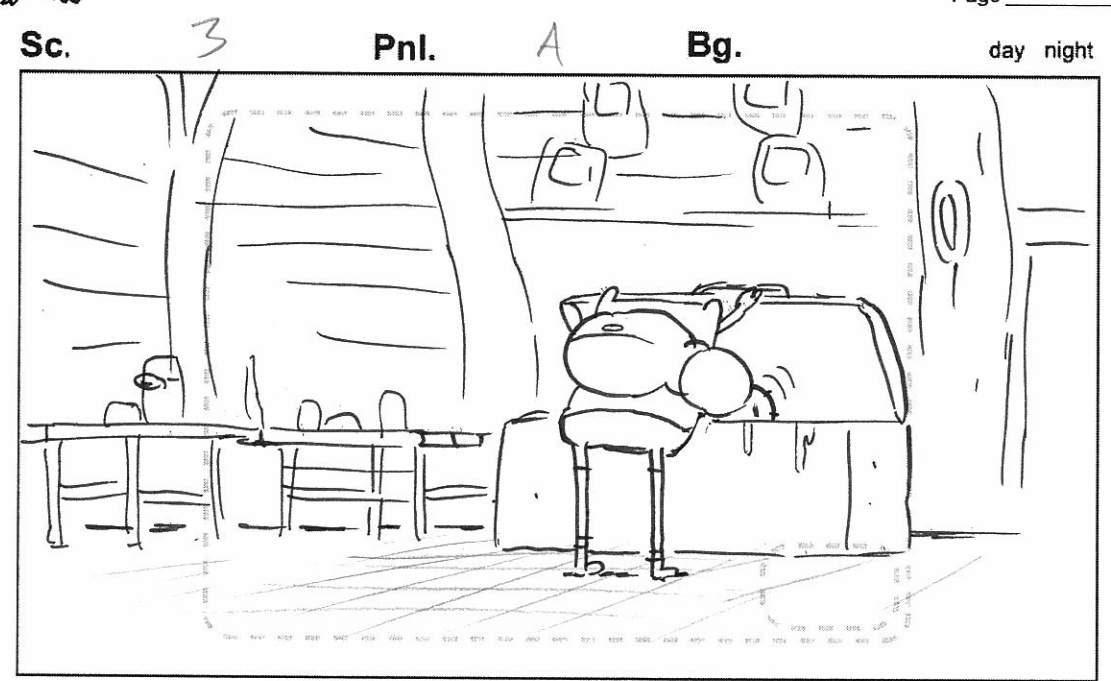
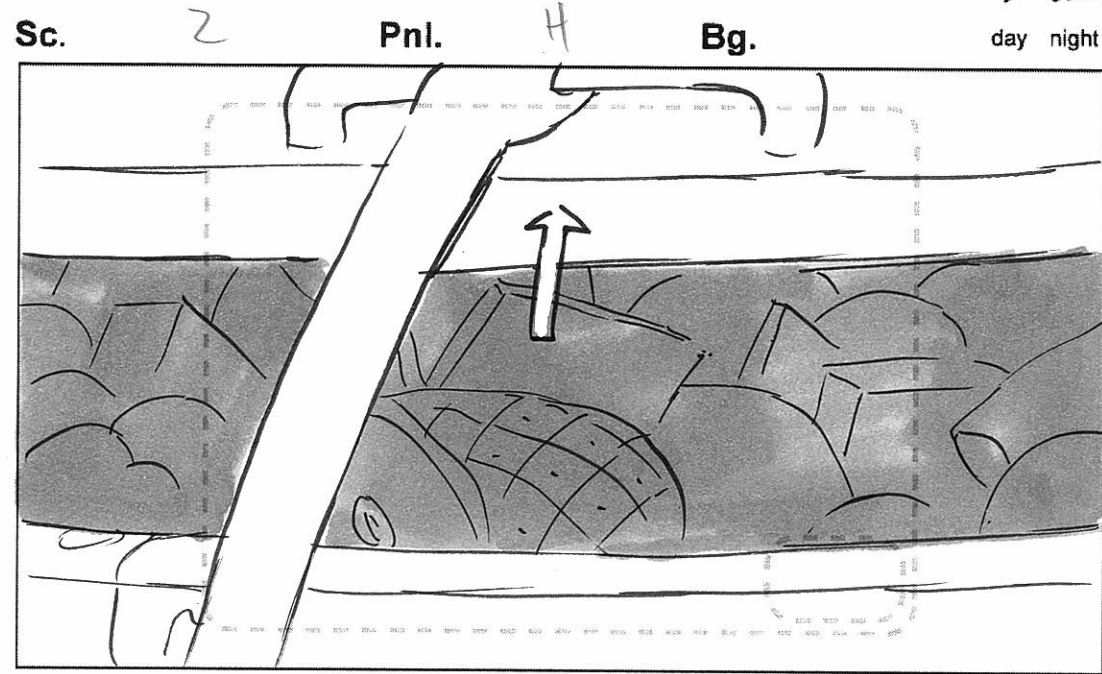
1025-168

Production :

# ADVENTURE TIME



Page 5



Dialog:	
(F:) *satisfied grunt*	
Action:	Finn opens refrigerator.
	Finn digs around in fridge
Timing:	

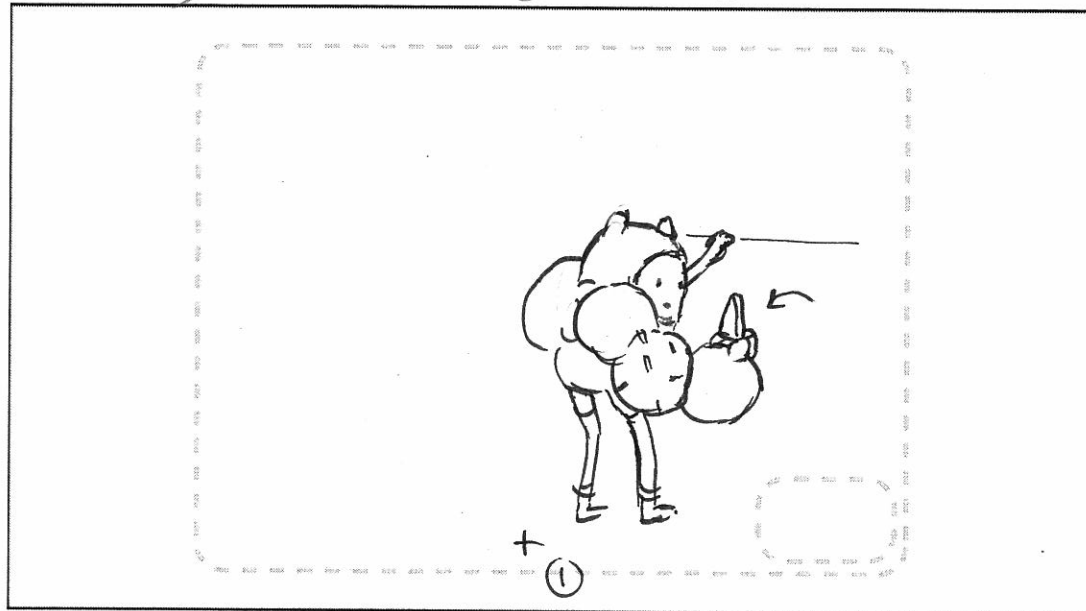
EPISODE # 1025-168  
Production :

# ADVENTURE TIME

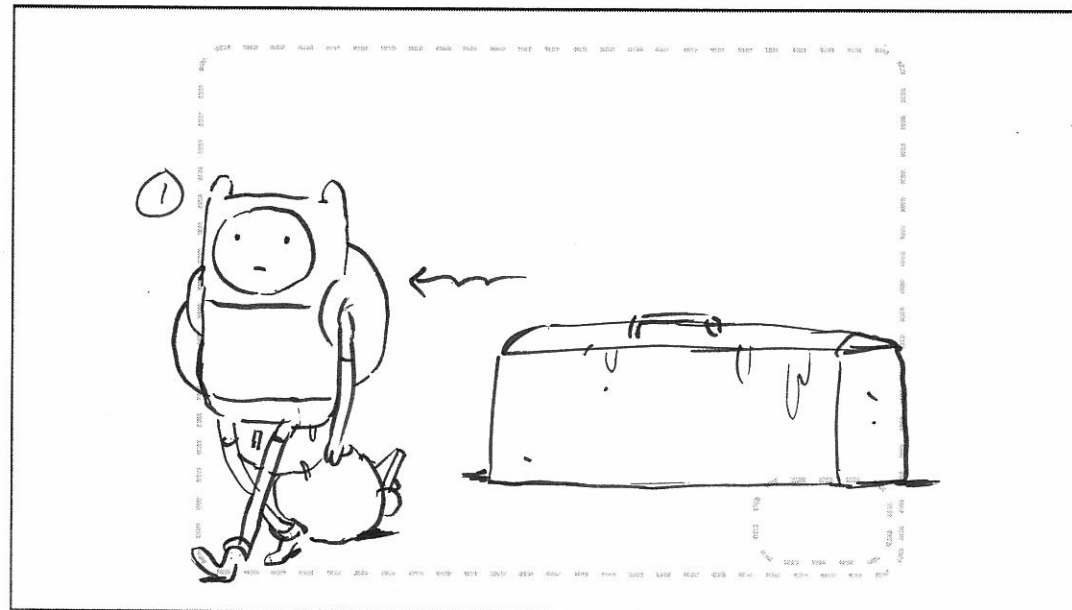


Page 6

Sc. 3 Pnl. B Bg. day night



Sc. 3 Pnl. C Bg. day night



Dialog:

(F:) Asiago's like Parm...

(F:) \* humming tower song \* ♪

Action:

Timing:



-Finn's arm drags on the ground.



Production :

EPISODE #

1025-168

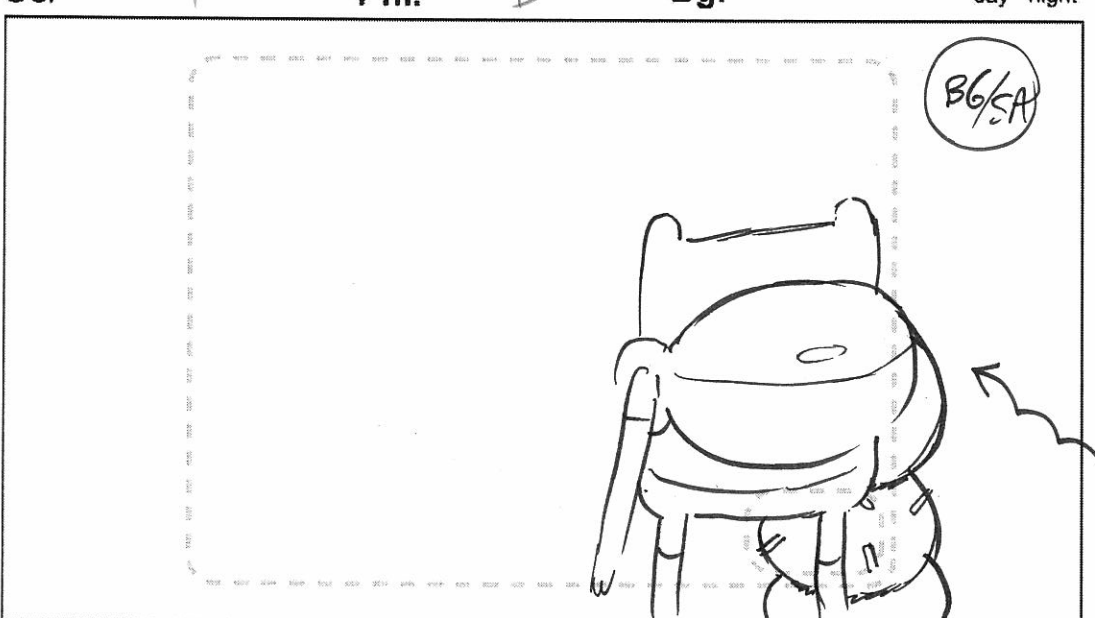
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night

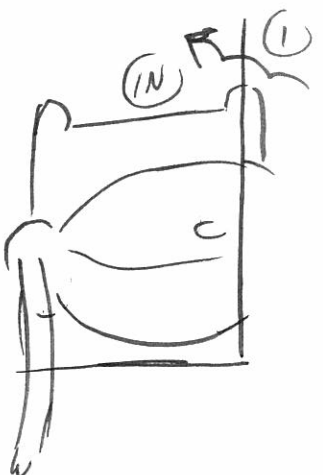


Dialog:

(F) → \* humming \*

Action:

Timing:



1025-168

EPISODE #

Production :

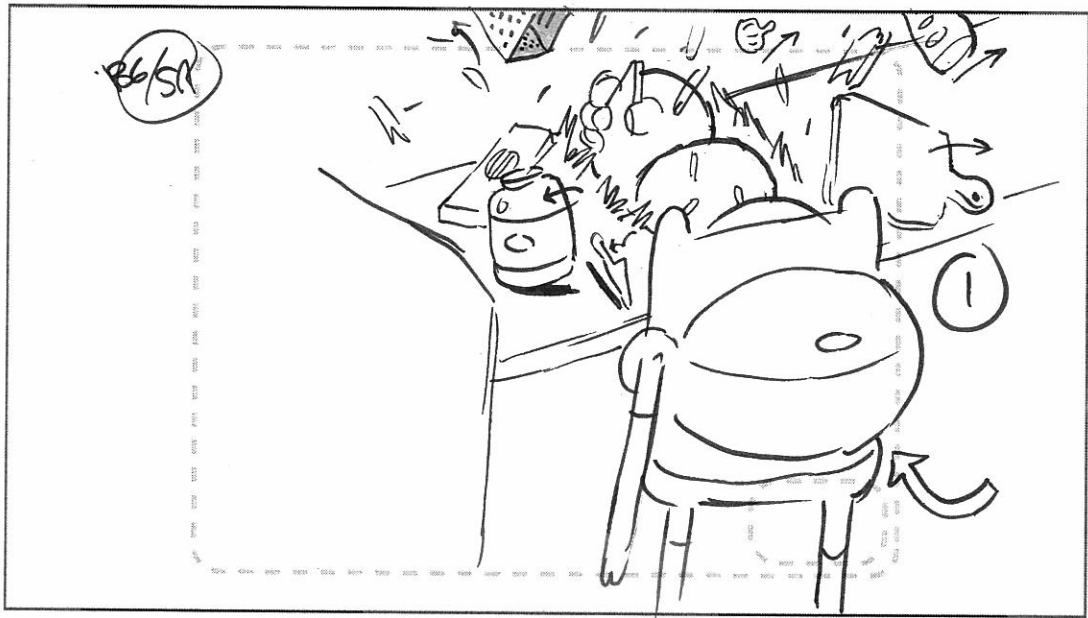


# ADVENTURE TIME

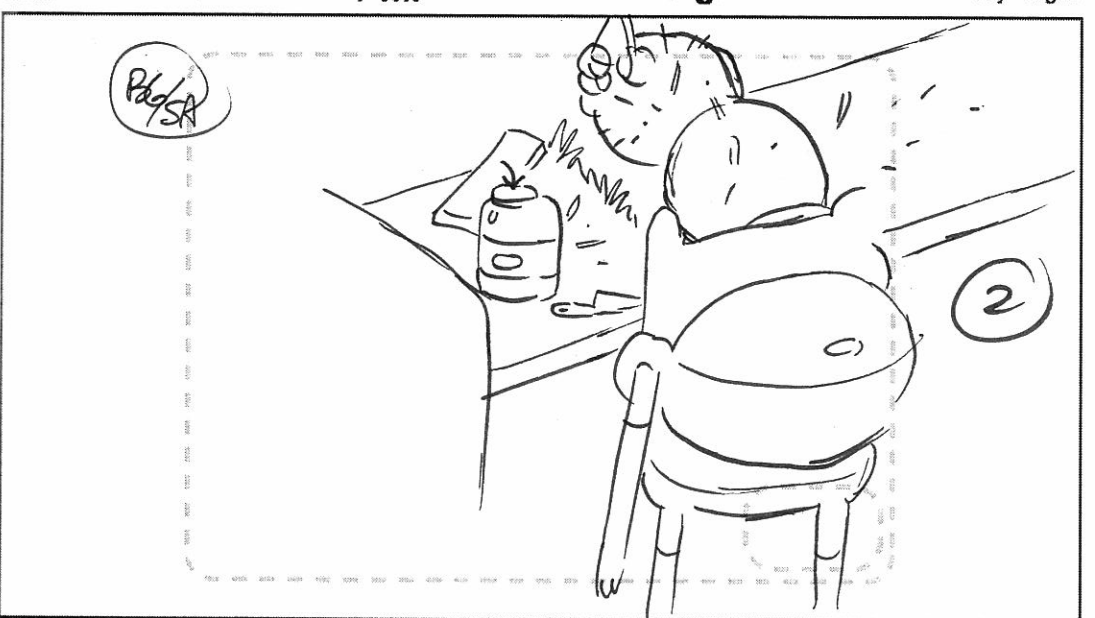


Page 8

Sc. 4 Pnl. C Bg. day night



Sc. 4 Pnl. D Bg. day night



Dialog:
SFX: smash
Action: -Finn carelessly smashes through the counter when he raises his arm.
Timing:

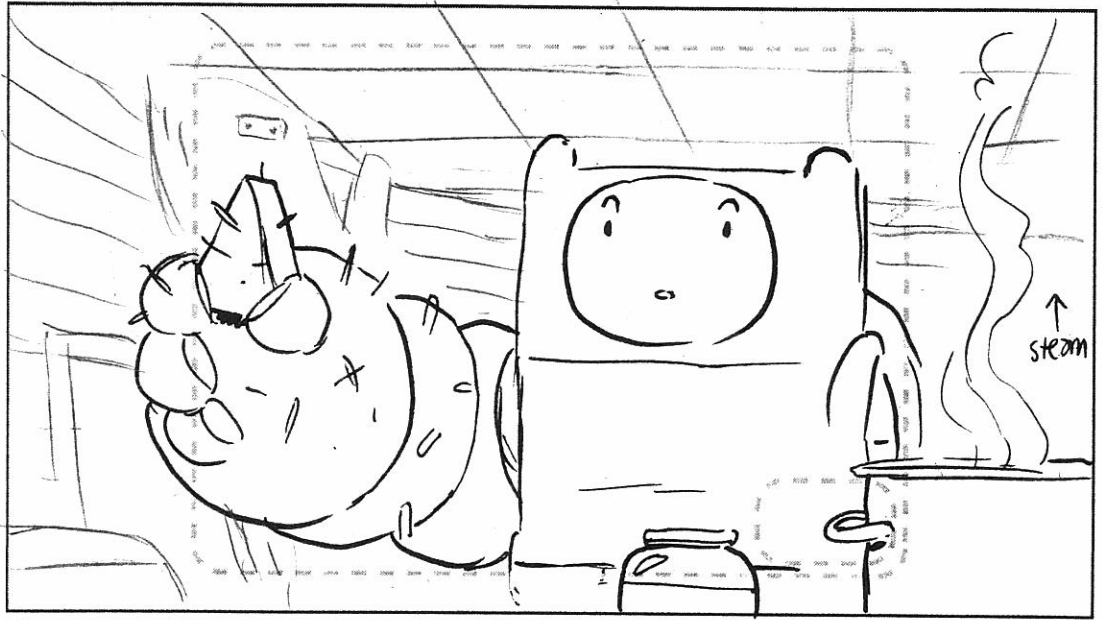
Production : EPISODE # 1025-168



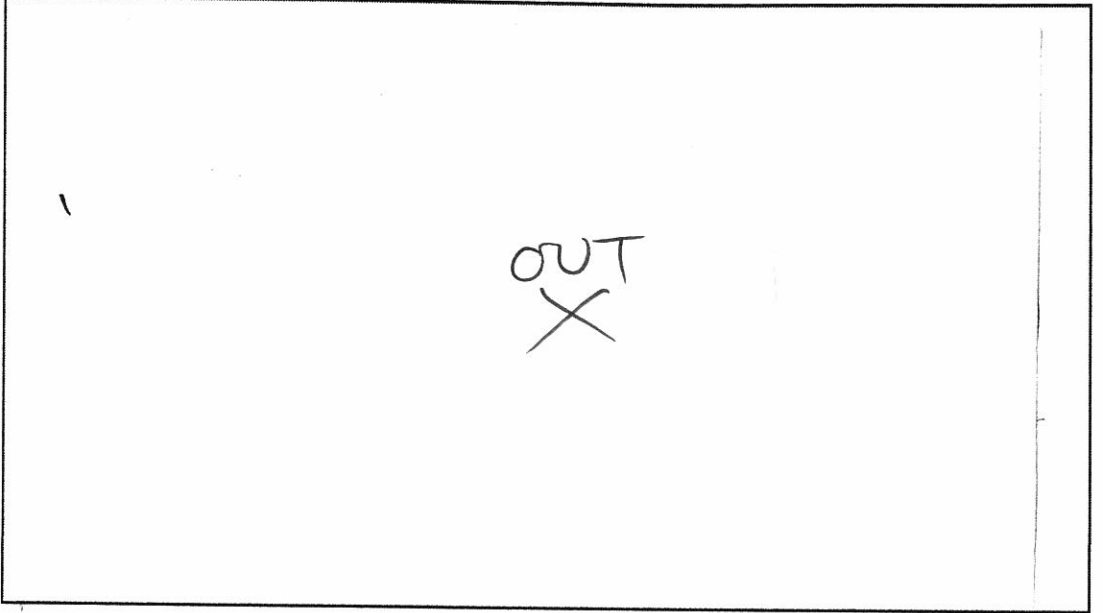
ADVENTURE TIME



Sc. 5 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



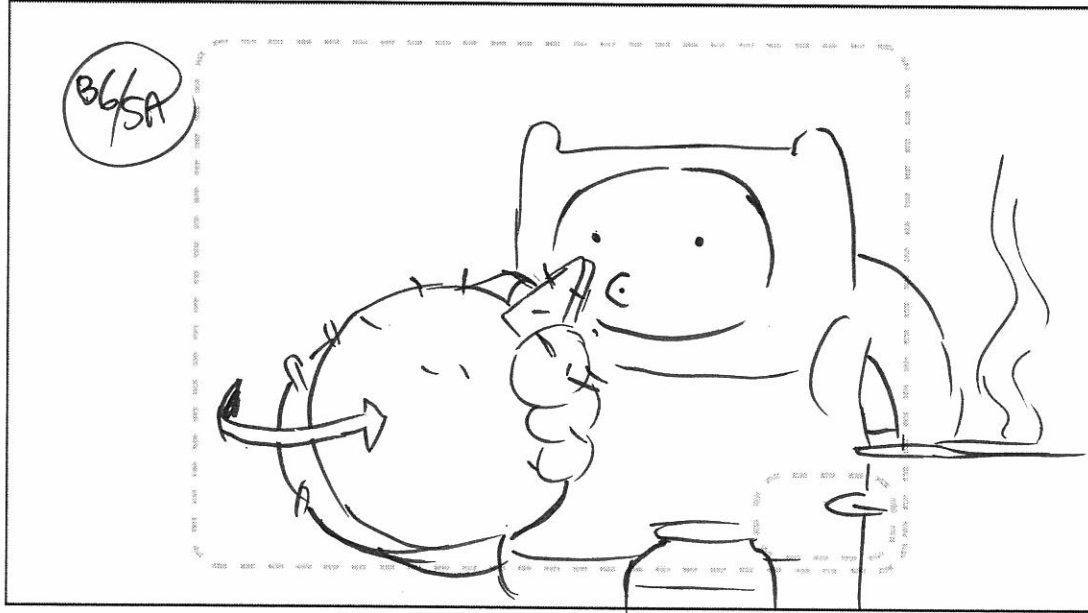
Dialog:	(F:) Whoopsies
Action:	
Timing:	

EPISODE # 1025-168  
Production :

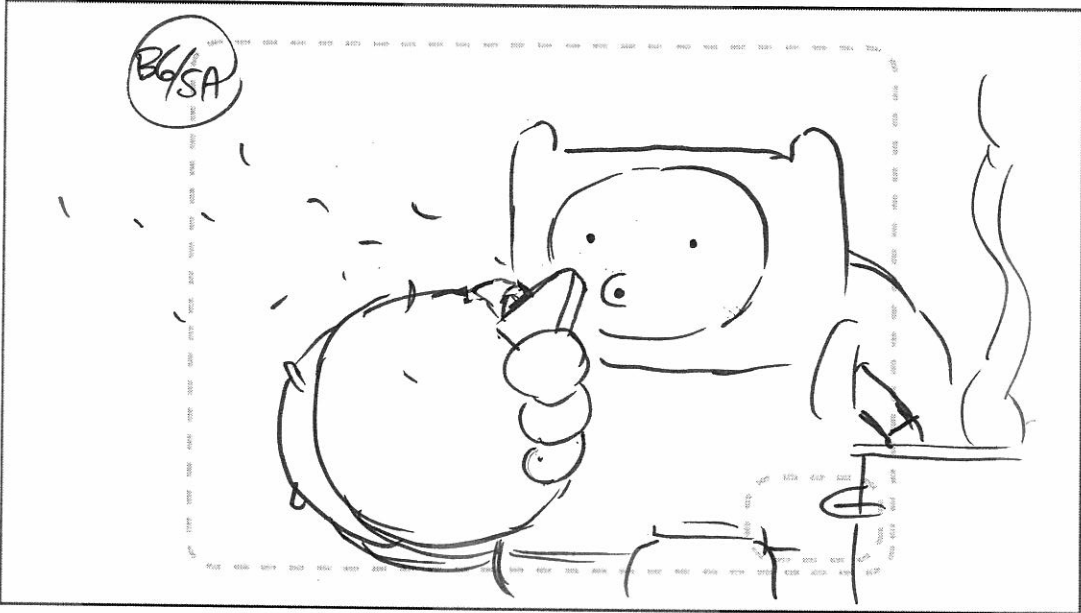
ADVENTURE TIME



Sc. 5 Pnl. B Bg. day night



Sc. 5 Pnl. C Bg. day night



Dialog:	(FINN) * phew *
Action:	-Finn blows splinters off the cheese
Timing:	

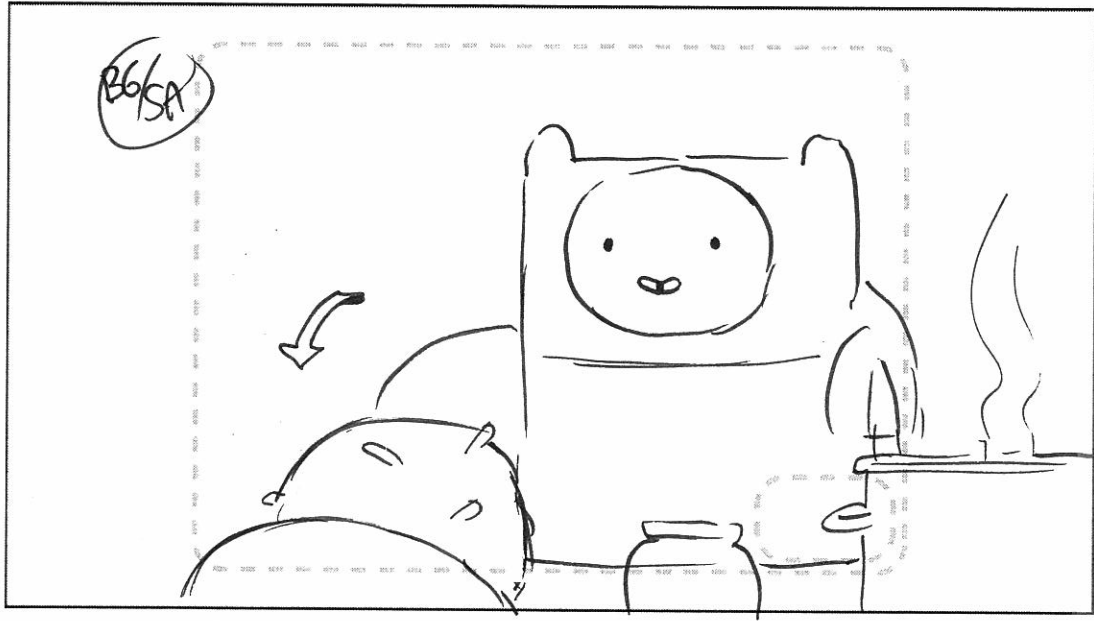
EPISODE # 1025-168  
Production :

# ADVENTURE TIME

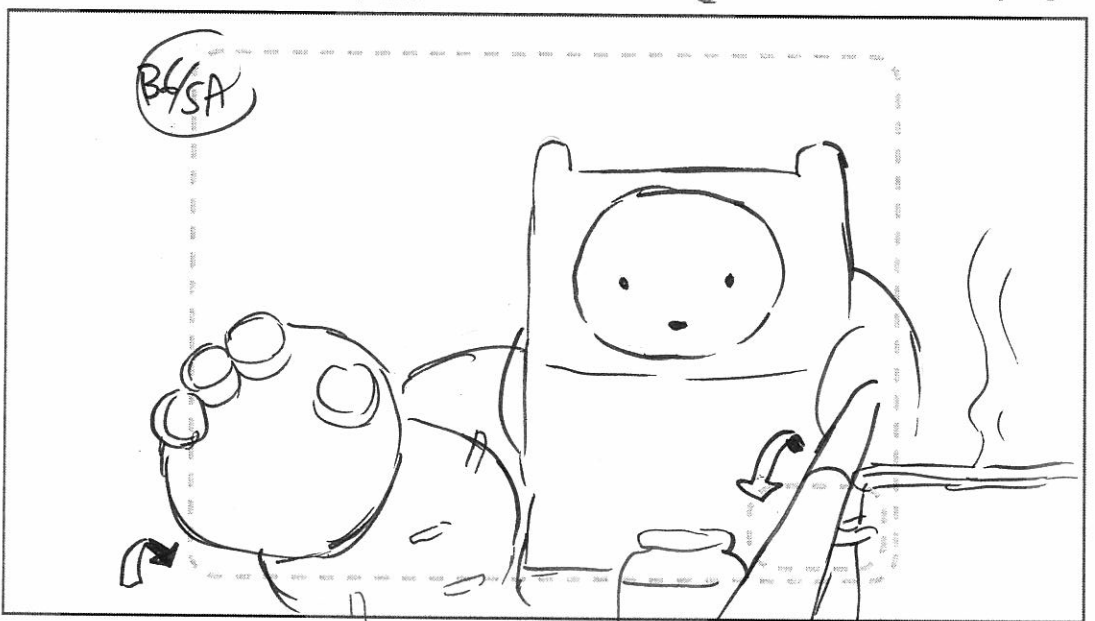


Page 11  
day night

Sc. 5 Pnl. D Bg. day night



Sc. 5 Pnl. E Bg. day night



Dialog:	(F) heh heh	(F:) okay, →
Action:	- Finn sets down the cheese	- Finn reaches for the spaghetti
Timing:		

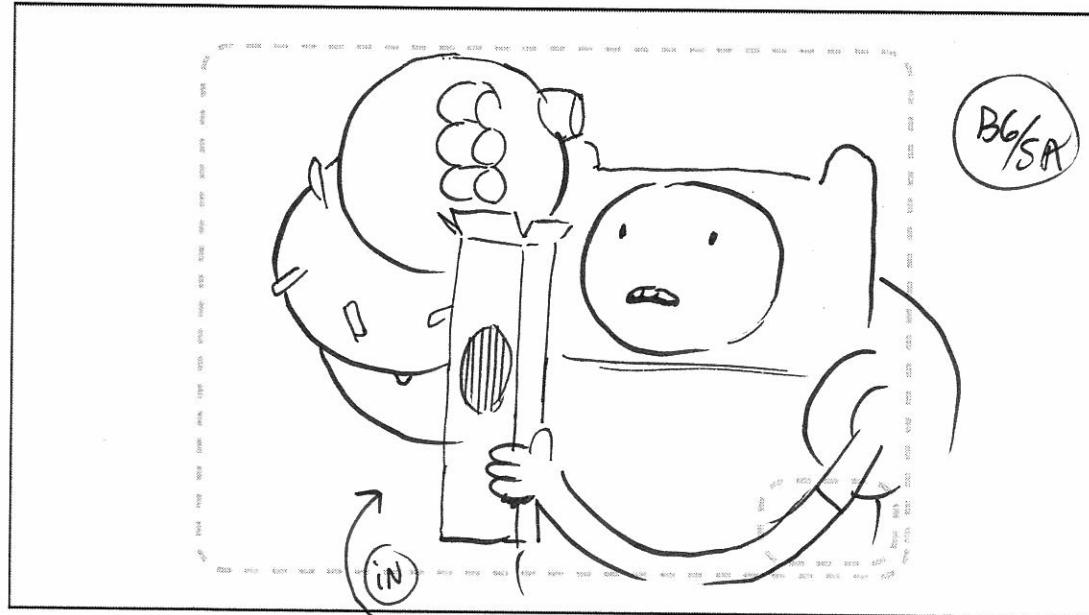
EPISODE # 1025-168  
Production :

# ADVENTURE TIME

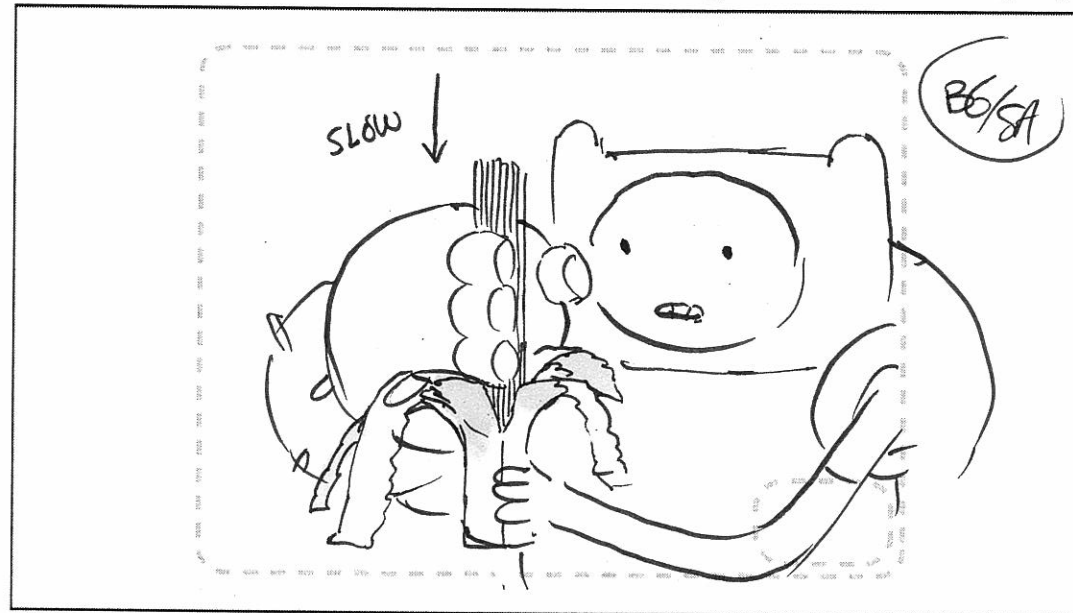


Page 12

Sc. 5 Pnl. F Bg. day night



Sc. 5 Pnl. G Bg. day night



Dialog:

(F:)

now, easy does it...

SFX: rrrrrriipp

(F) eh hh...

Action:

- Finn's fat hand tears the cardboard apart as it slides down the spaghetti noodles.

Timing:

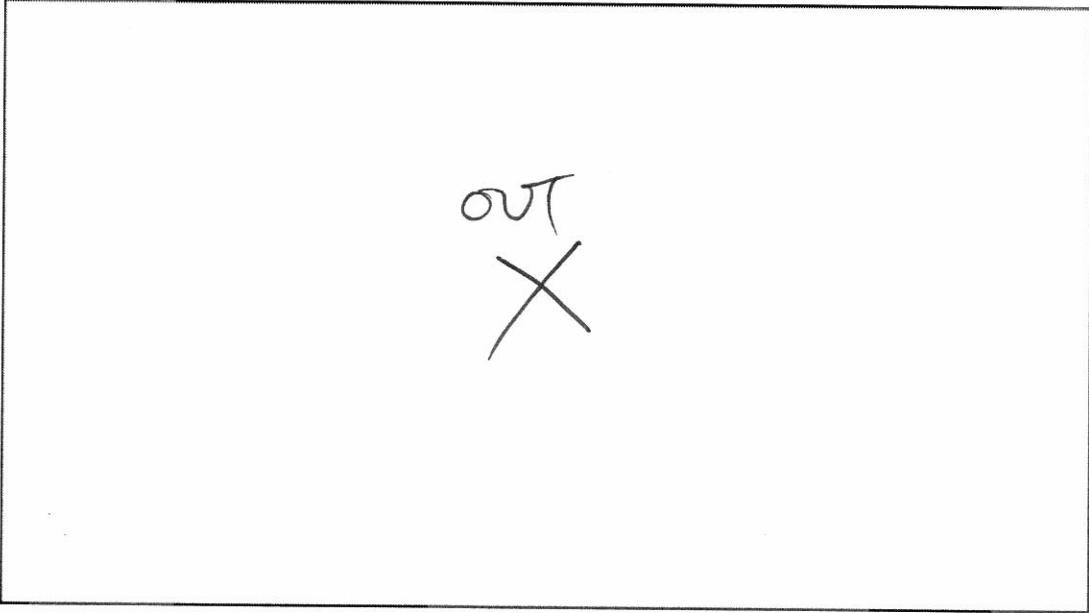
EPISODE # 1025-168

Production :

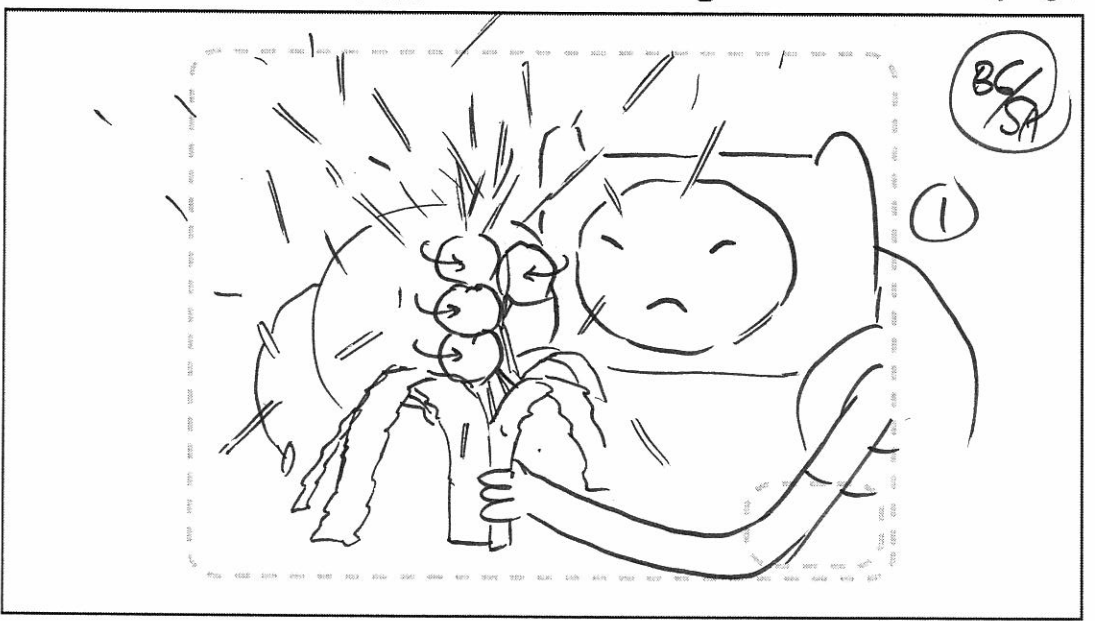
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 5 Pnl. H Bg. day night



Dialog:	
Action:	- Finn grasps the spaghetti and it shatters.
Timing:	

SFX: CRUNCH!



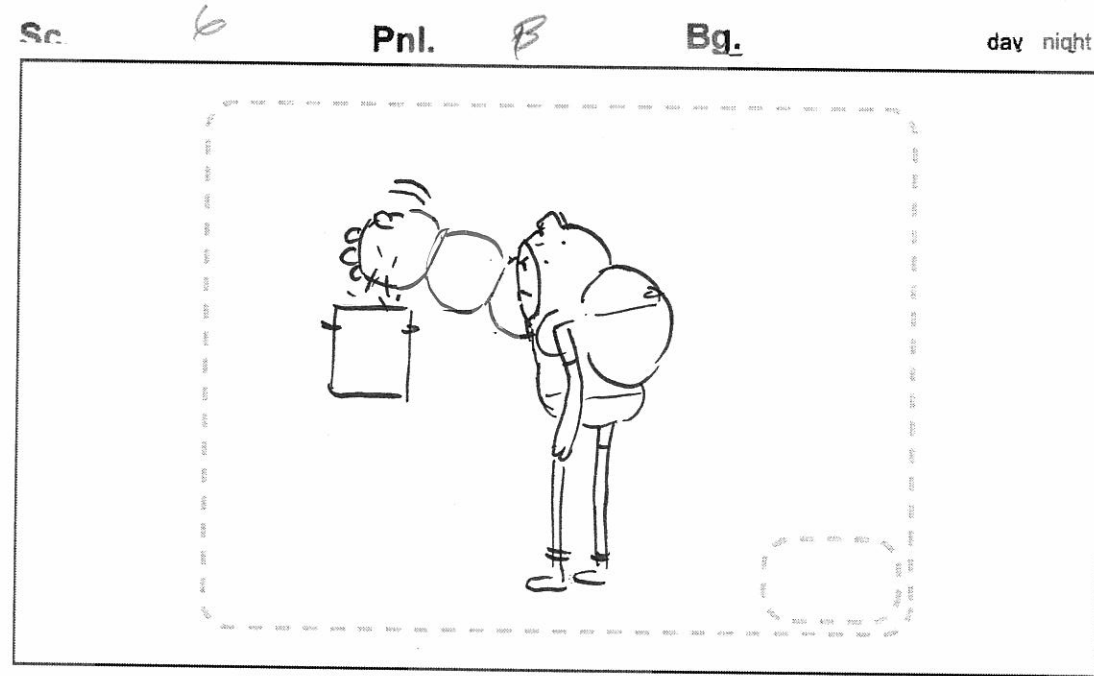
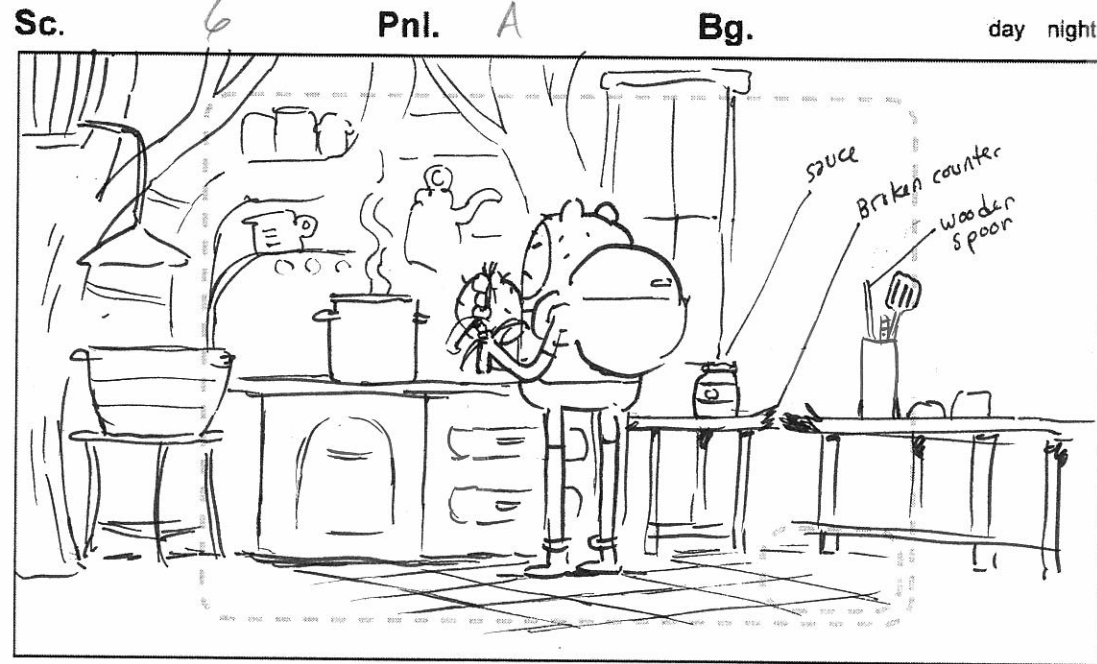
EPISODE # 1025-168

Production :

# ADVENTURE TIME



Page 14  
day night



Dialog:

Action:

Timing:



- Finn drops the spaghetti fragments in the water.



1025-168

EPISODE #

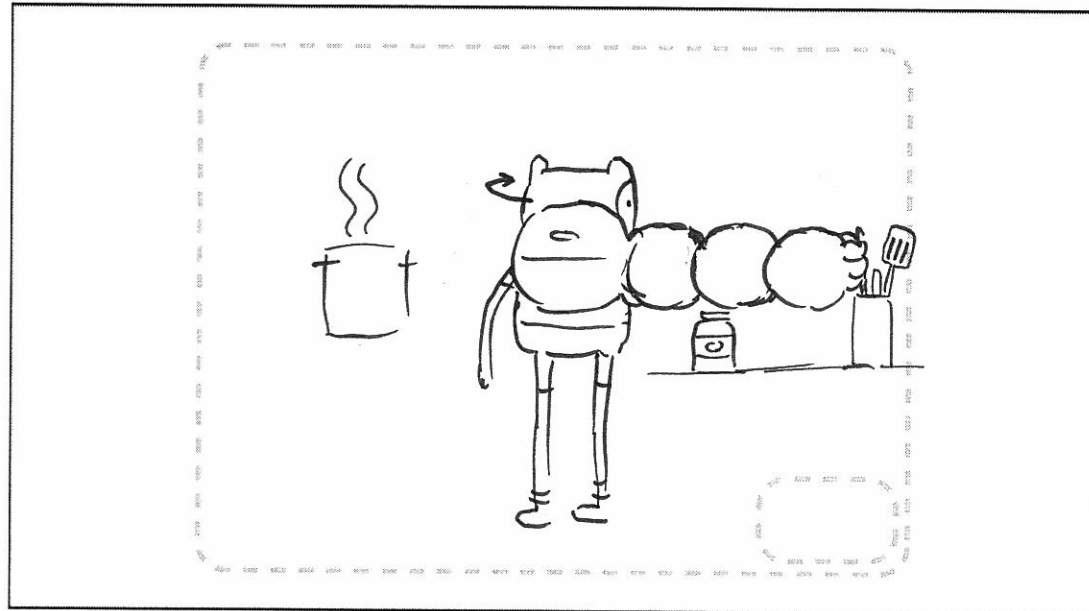
Production :

# ADVENTURE TIME

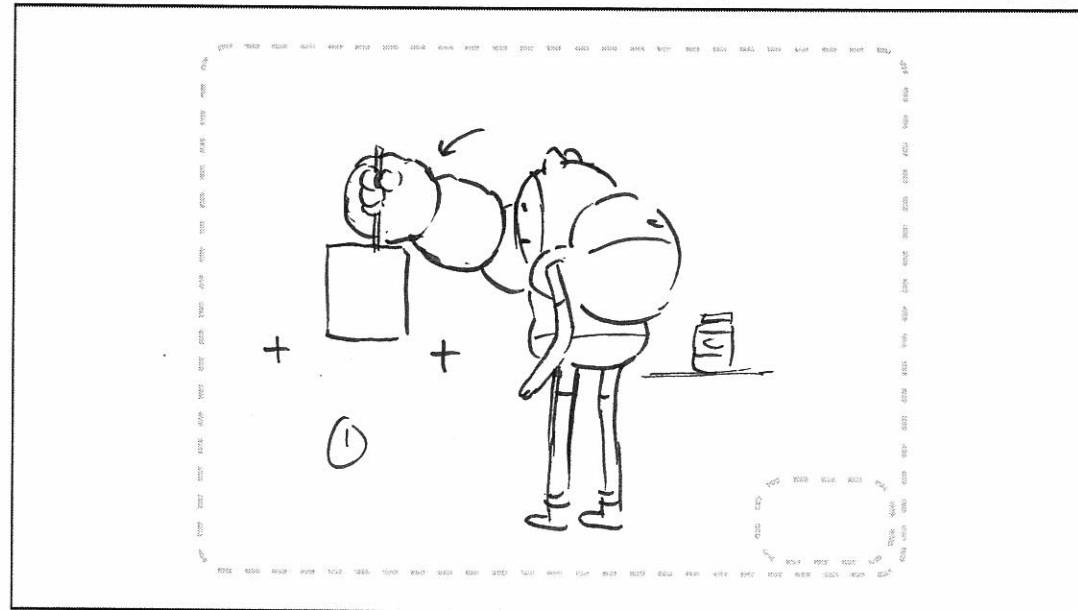


Page 15

Sc. 6 Pnl. C Bg. day night



Sc. 6 Pnl. D Bg. day night

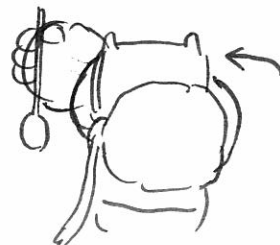


Dialog:

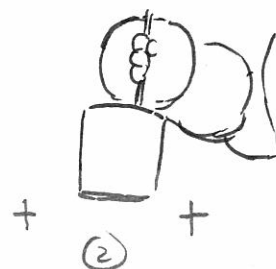
Action: - Finn grabs a wooden spoon.



Timing:



- stirring happens VERY FAST - about a second from pose (2) to pose (7)

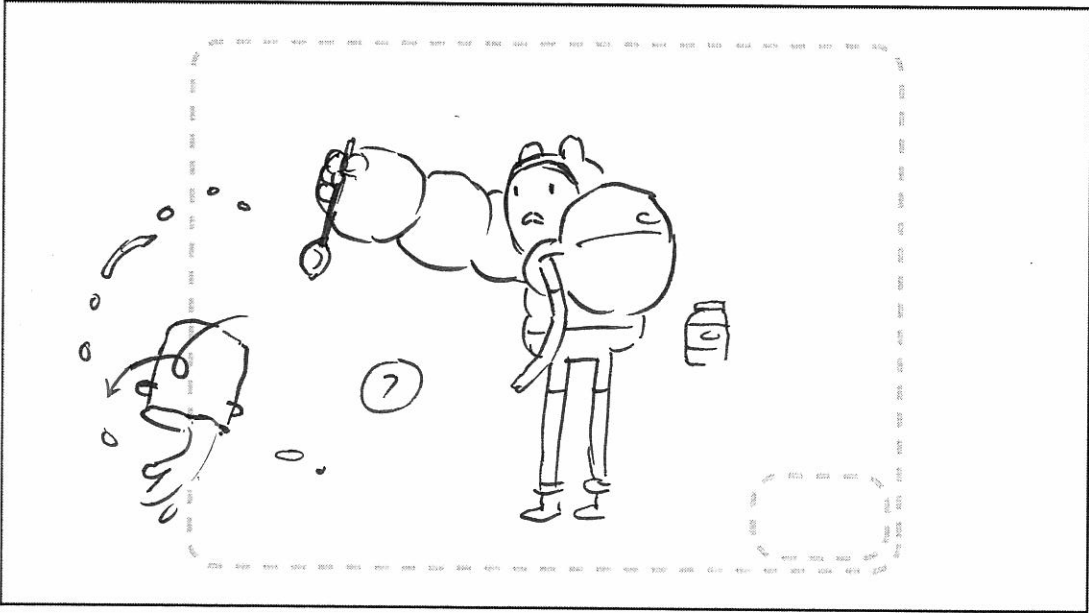


EPISODE # 1025-168

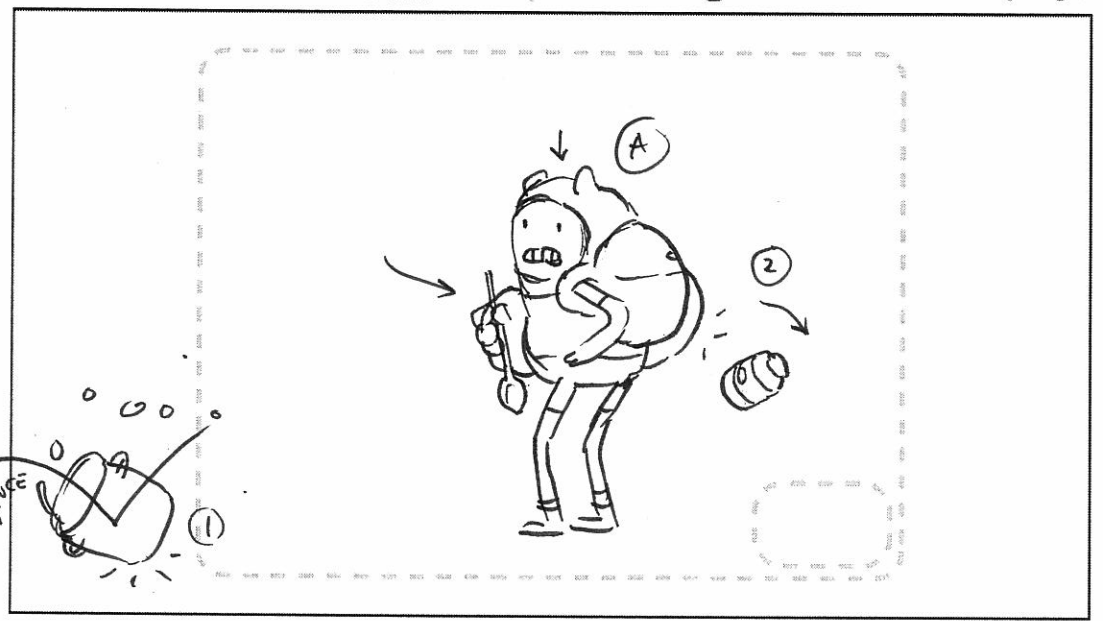
ADVENTURE TIME



Sc. 6 Pnl. E Bg. day night



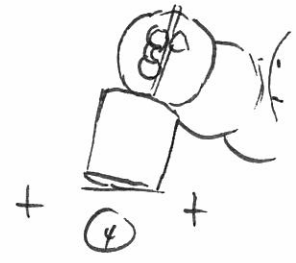
Sc. 6 Pnl. F Bg. day night



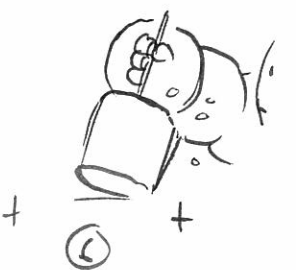
Dialog:

Action:

Timing:



- Finn flinches/cries when the pot hits the ground, thus hitting the sauce jar with his candy elbow



- Takes pose (B) when he hears sauce jar strike floor.



EPISODE # 1025-168

Production :

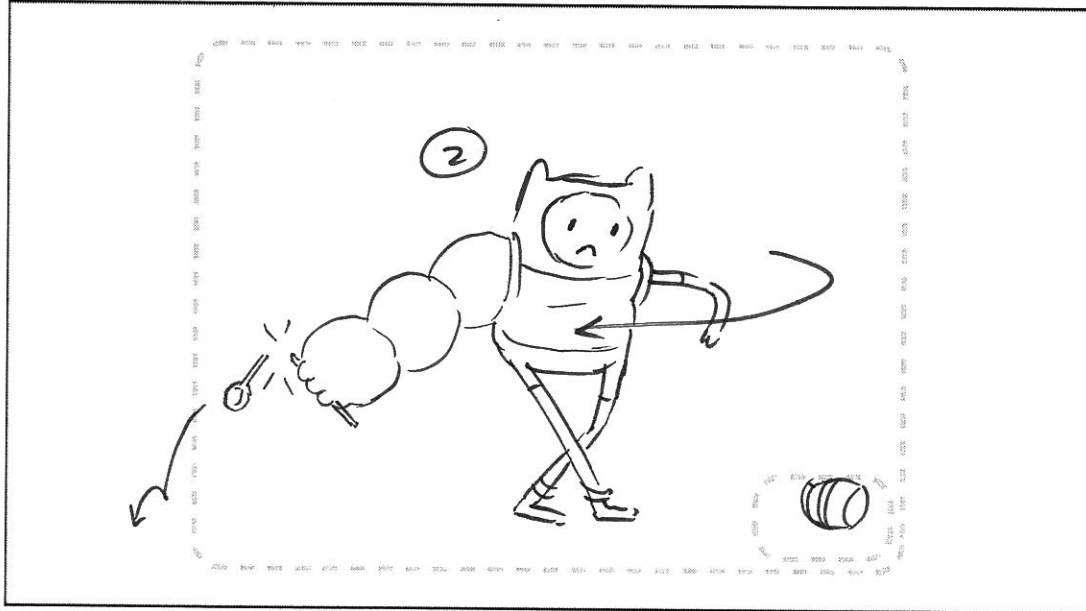


# ADVENTURE TIME

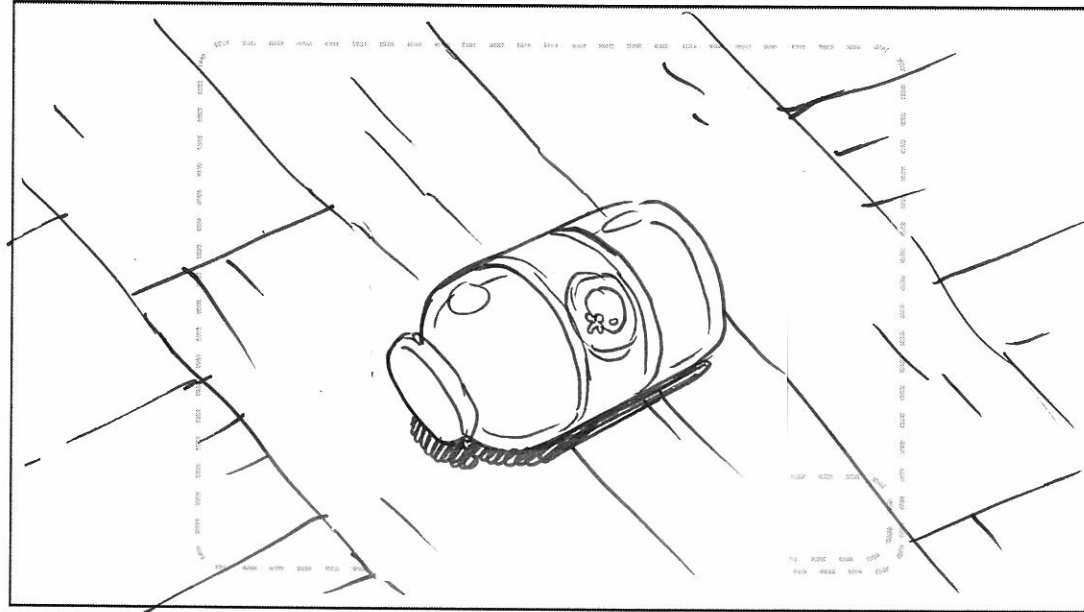


Page 17

Sc. 6 Pnl. G Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

SFX: SNAP  
(spoon breaks)

Action: Finn spins when he hears the bottle hit the floor-

Timing: spoon snaps when it hits stove.

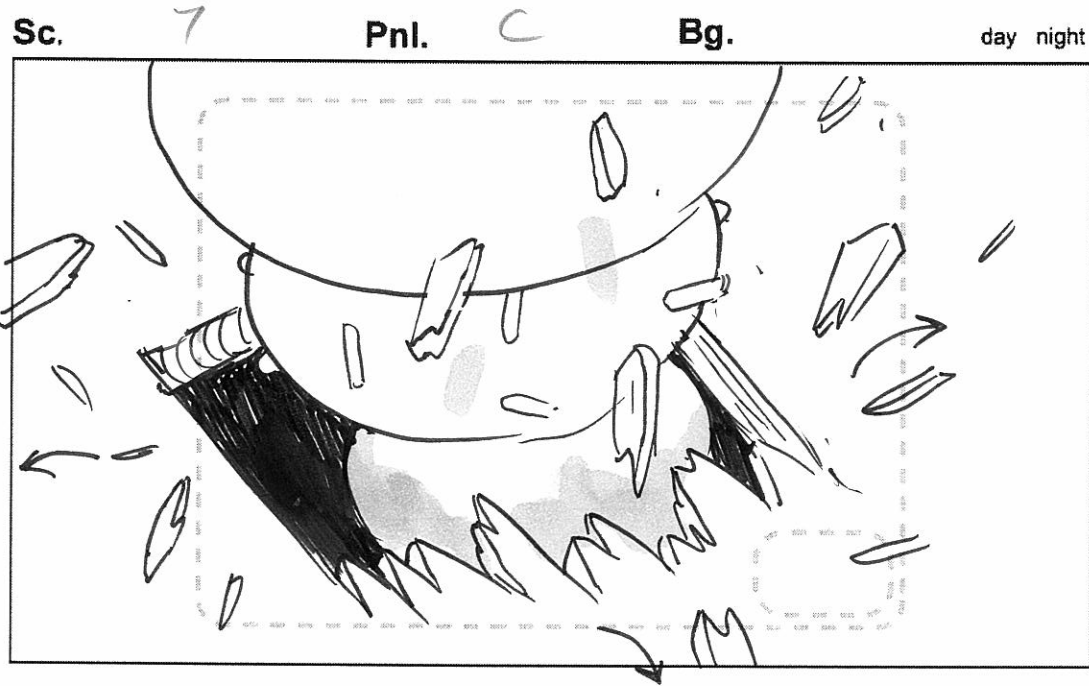
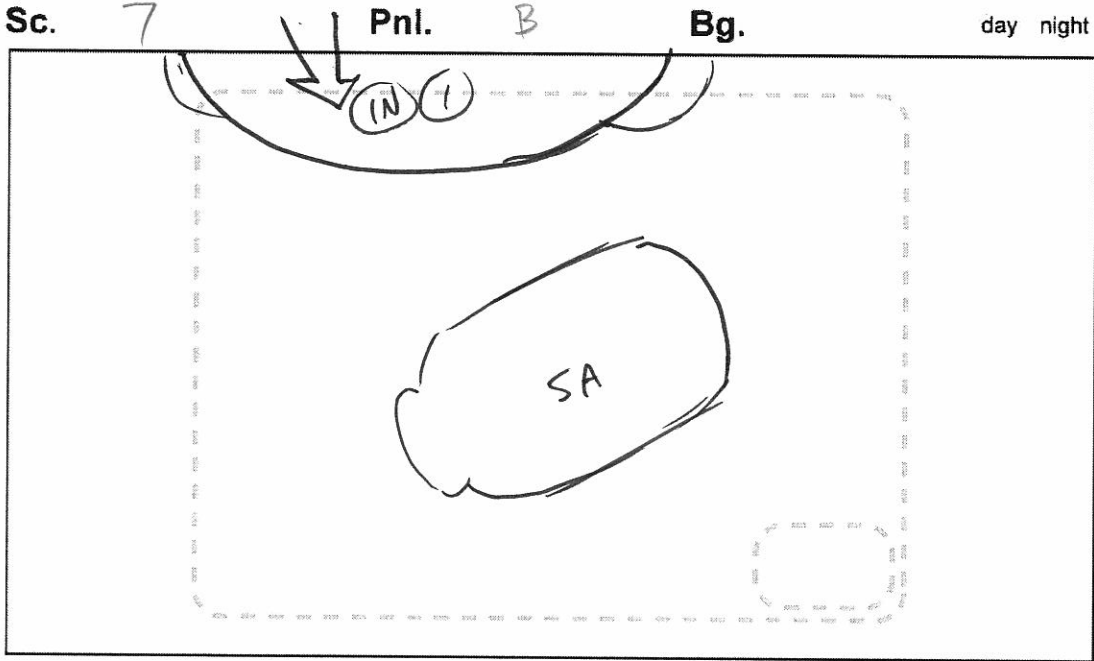


EPISODE #

1025-168

Production :

ADVENTURE TIME

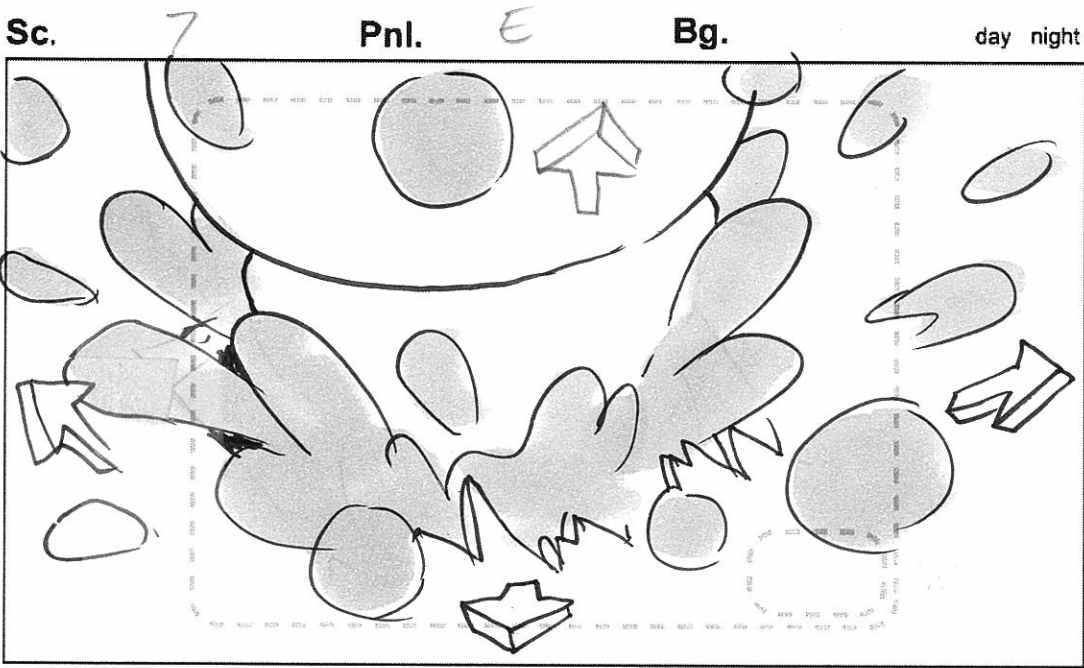
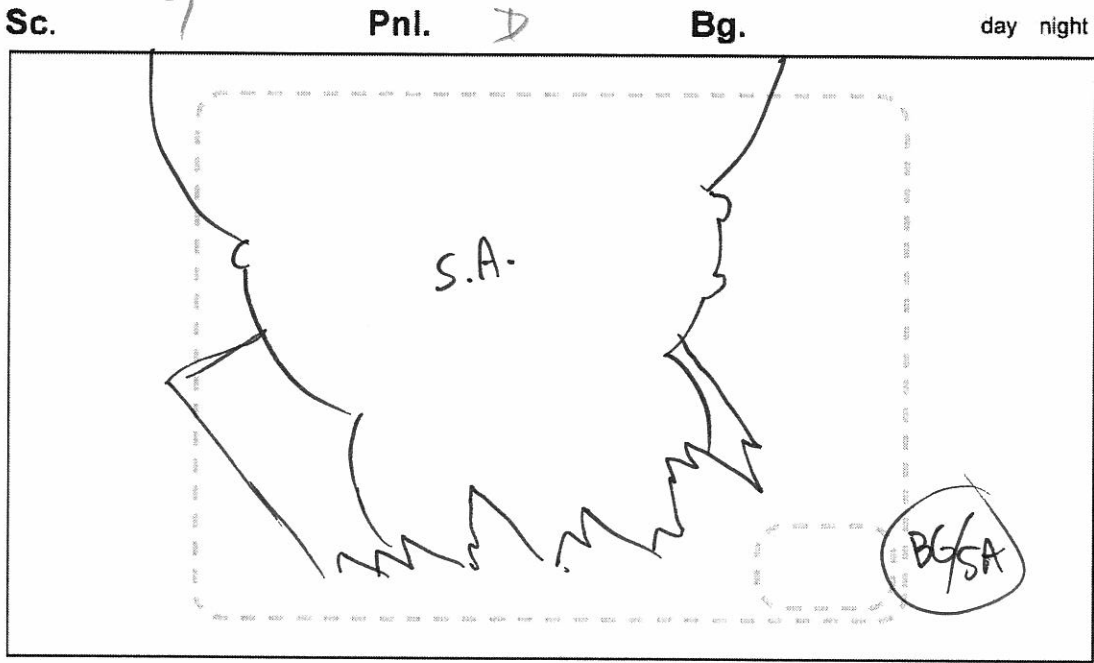


Dialog:		
Action:		- Finn reaches for the sauce, but reaches too far, smashing the floor.
Timing:		

EPISODE # 1025-168

Production :

ADVENTURE TIME



Dialog:	- BEAT -	SFX: * GLASS BREAK * * SPLAT *
Action:	- sauce explodes from the broken bottle under the floor.	
Timing:		

EPISODE # 1025-168

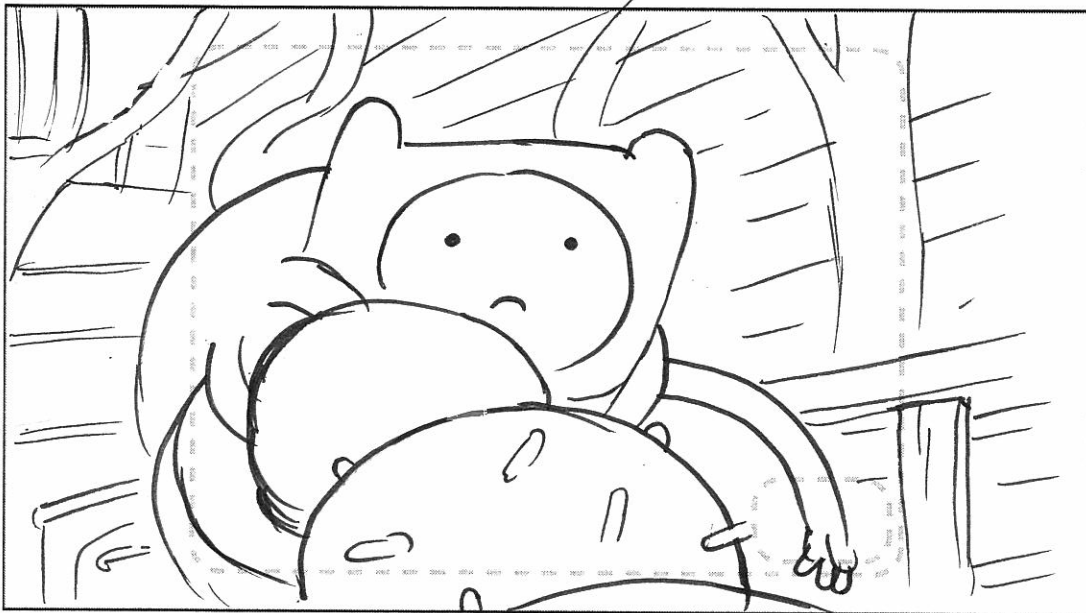
Production :

# ADVENTURE TIME

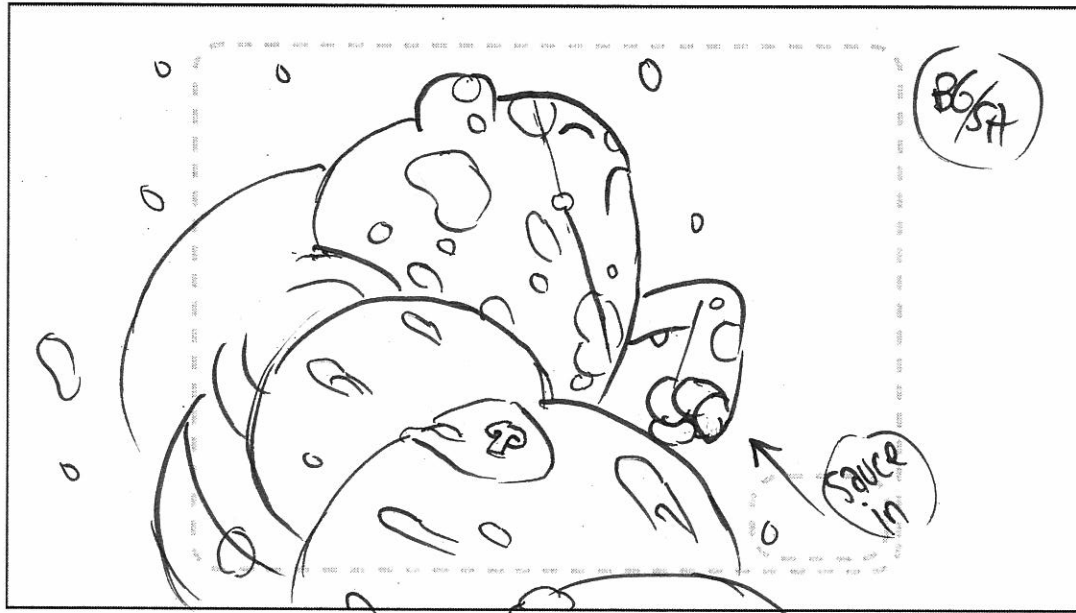


Page 20

Sc. 8 Pnl. A Bg. day night



Sc. 8 Pnl. B Bg. day night



Dialog:	
Action:	- Sauce splatters Finn.
Timing:	

Production : EPISODE # 1025-168

ADVENTURE TIME



Sc. 8 Pnl. C Bg. day night

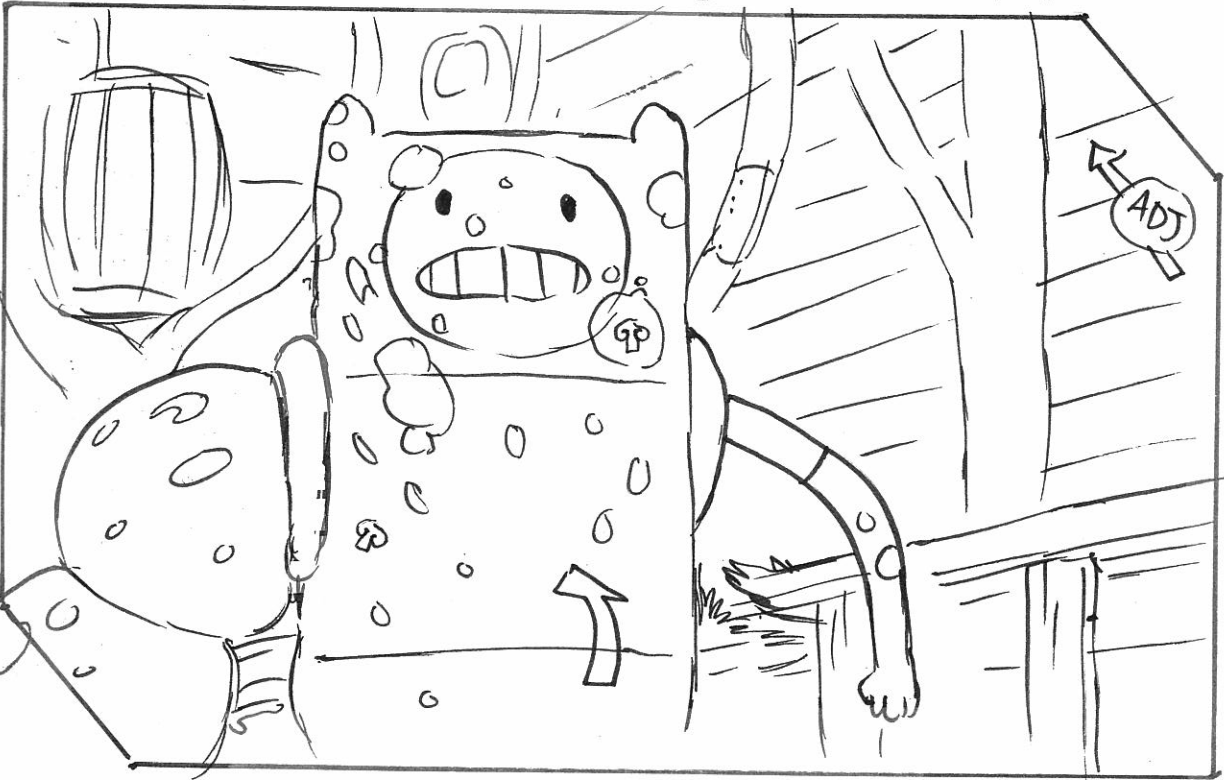


Dialog: (F:) RRRRR →

Action:

Timing:

Sc. 8 Pnl. D Bg. day night



→ RRRRRRR →

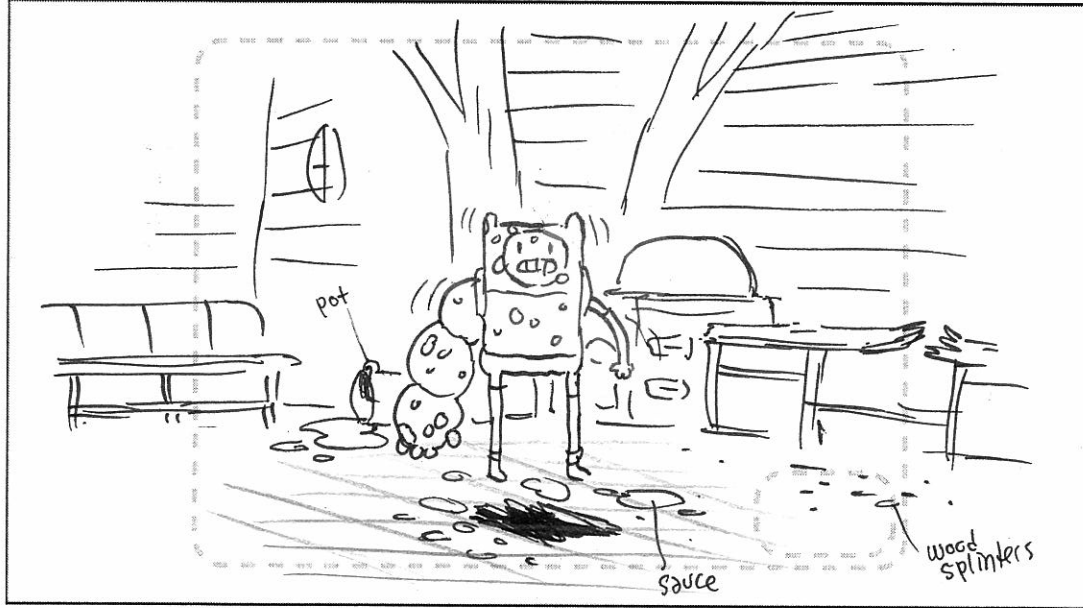
Production :

# ADVENTURE TIME

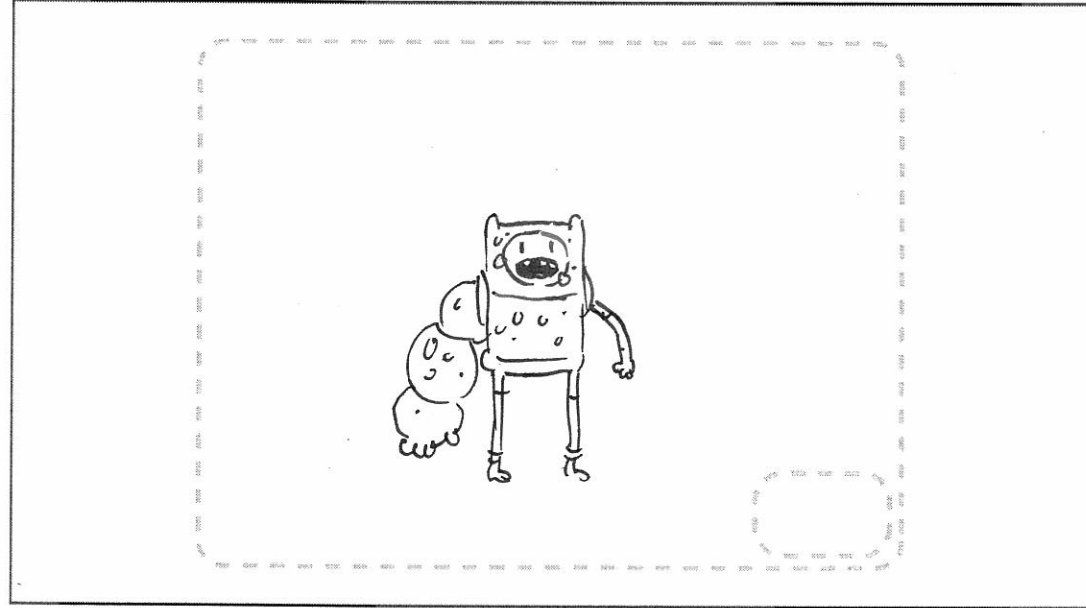


Page 22

Sc. 9 Pnl. A Bg. day night



Sc. 9 Pnl. B Bg. day night



Dialog:

(F.) → RRRRRRRRRR → THANKS A LOT DA --

Action:

Finn vibrates with anger

Timing:

EPISODE #

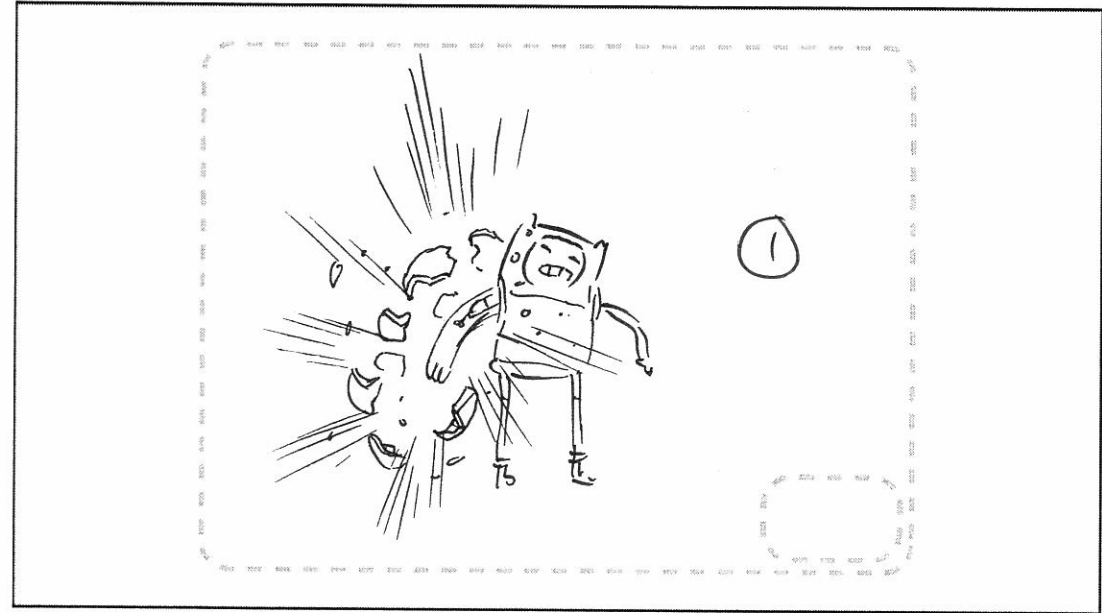
1025-168

Production :

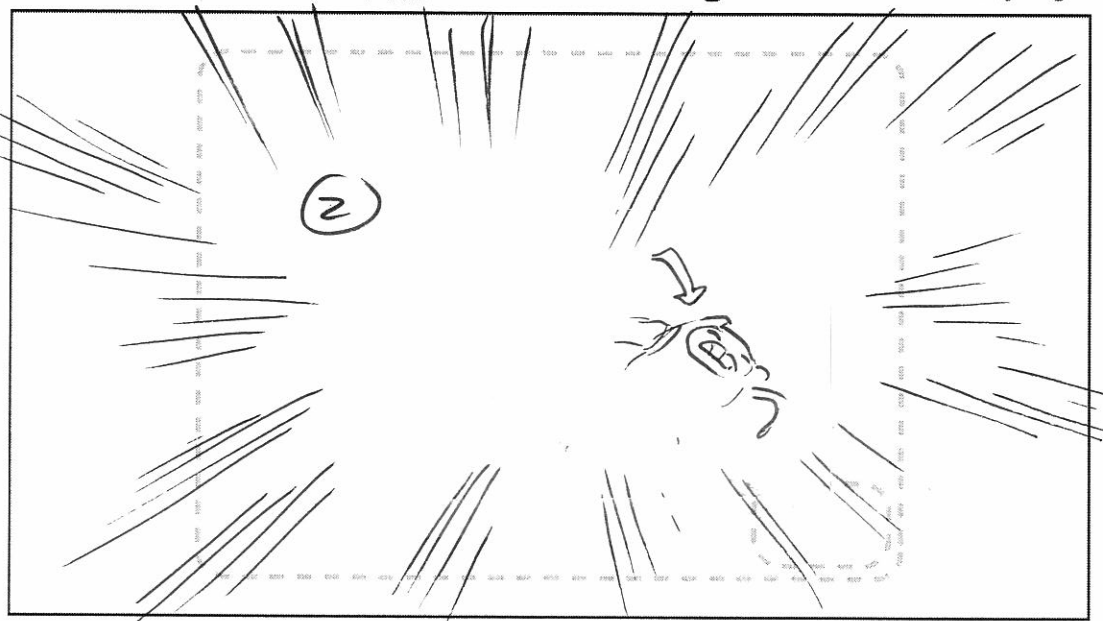
ADVENTURE TIME



Sc. 9 Pnl. C Bg. day night



Sc. 9 Pnl. D Bg. day night



Dialog: SFX: BOOOM!

Action: -candy arm explodes Finn is blown over as the screen goes white.

Timing:

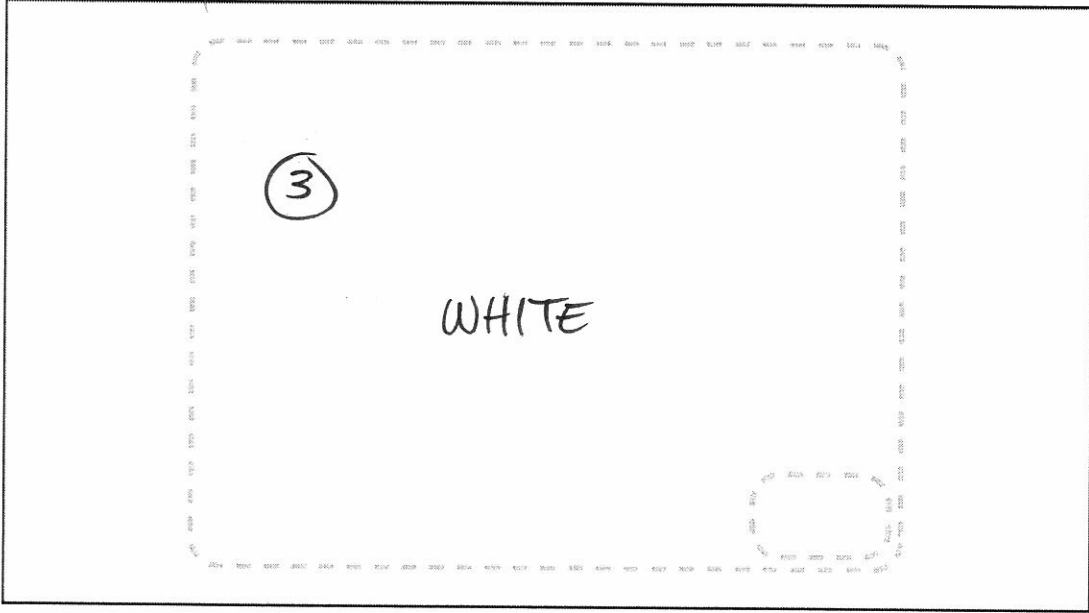
EPISODE # 1025-168 Production :



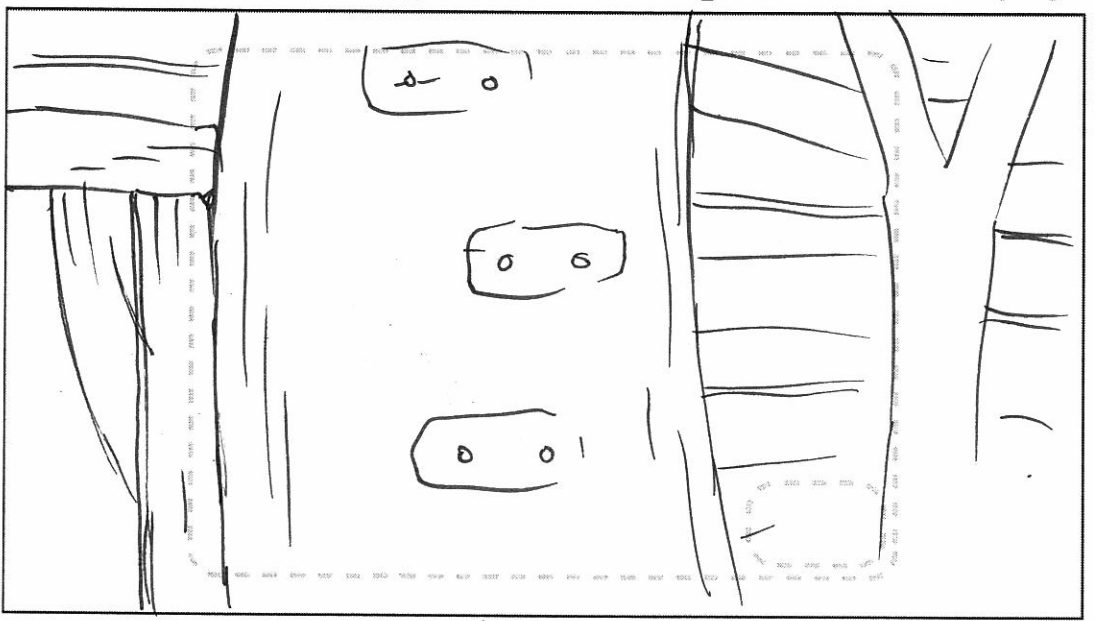
ADVENTURE TIME



Sc. 9 Pnl. E Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:	(JAKE OS): Finn?
Action:	
Timing:	

EPISODE # 1025-168  
Production :

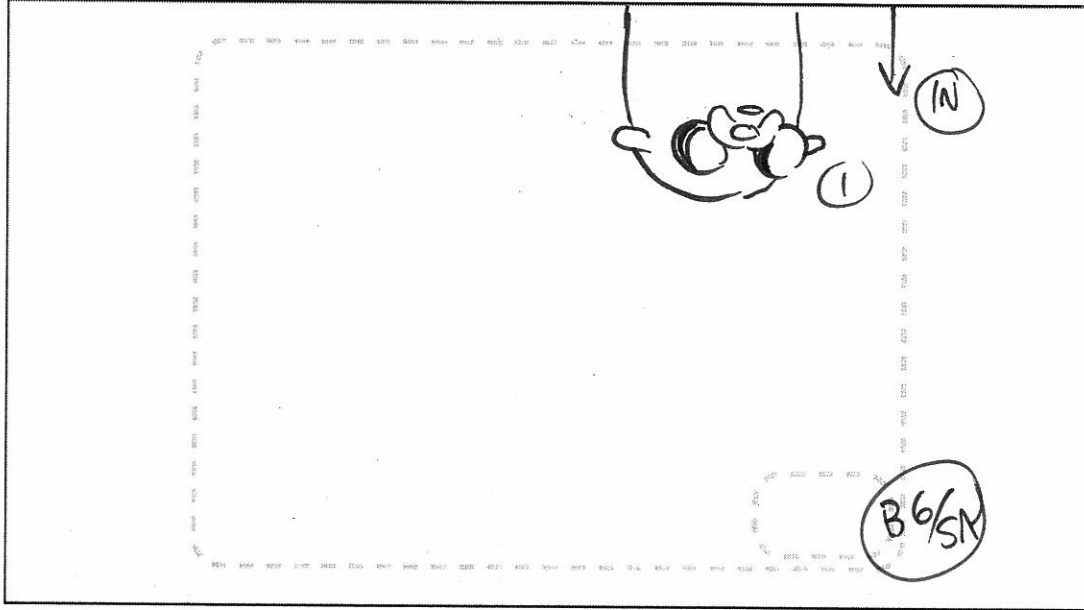


# ADVENTURE TIME

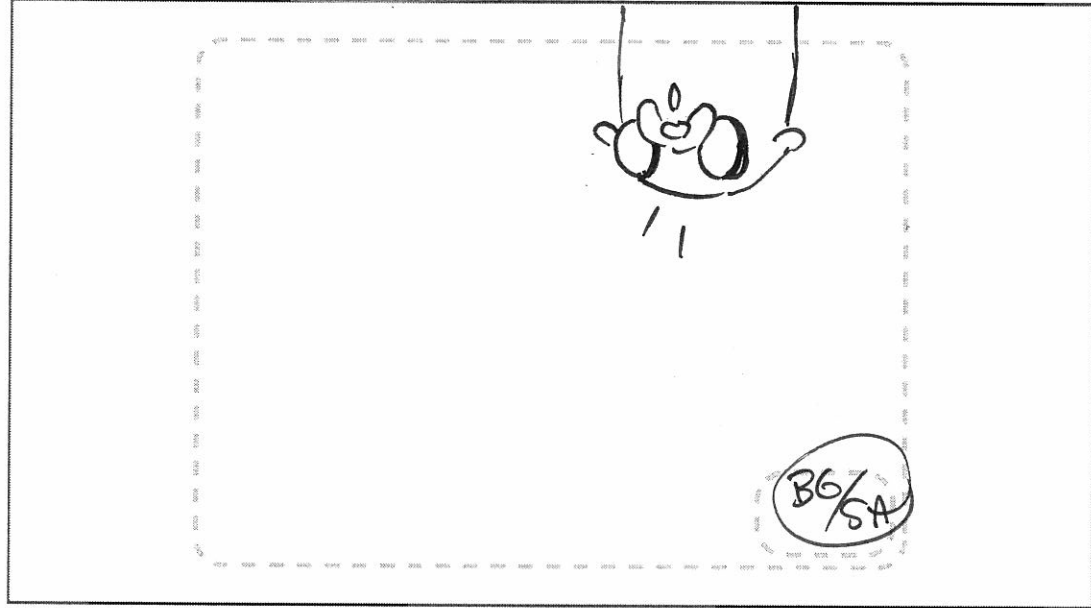


Page 25

Sc. 10 Pnl. B Bg. day night



Sc. 10 Pnl. C Bg. day night



Dialog:

J: ① What's going on? Is the spaghetti ② all ri - -

→ WTF!OA!

Action:



Timing:

EPISODE #

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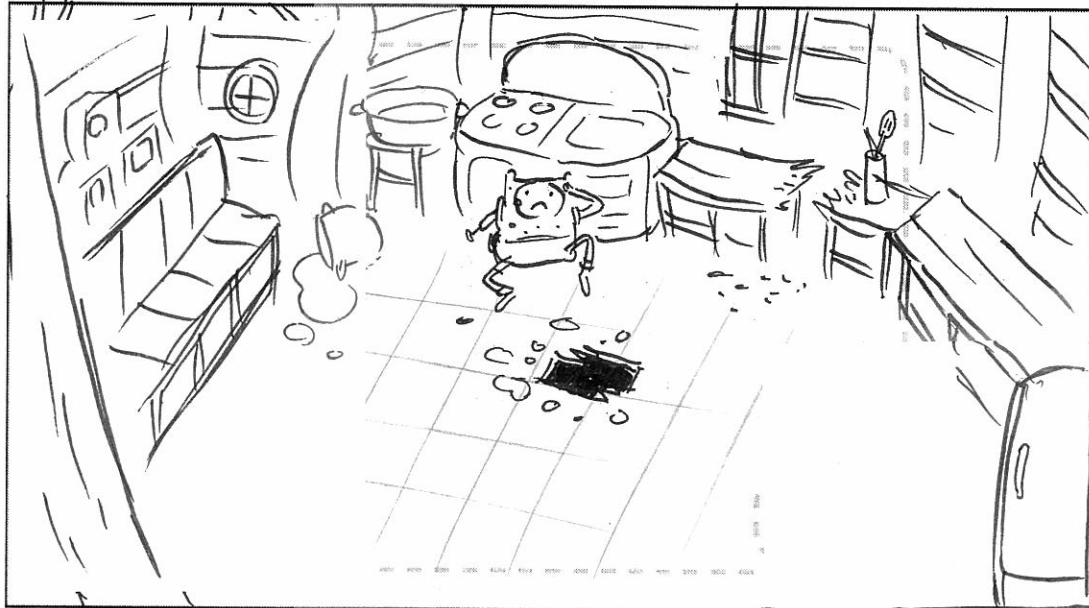
Production :

# ADVENTURE TIME

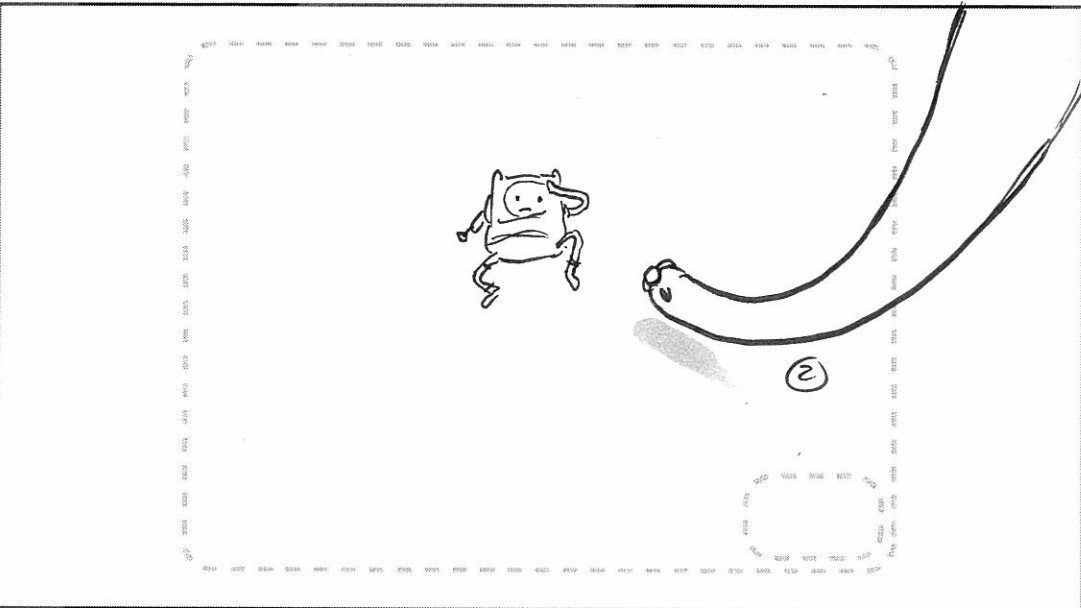


Page 26

Sc. 11 Pnl. A Bg. day night



Sc. 11 Pnl. B Bg. day night



Dialog:

(J.) Finn what happened?

Action:

Timing:



EPISODE #

1025-168

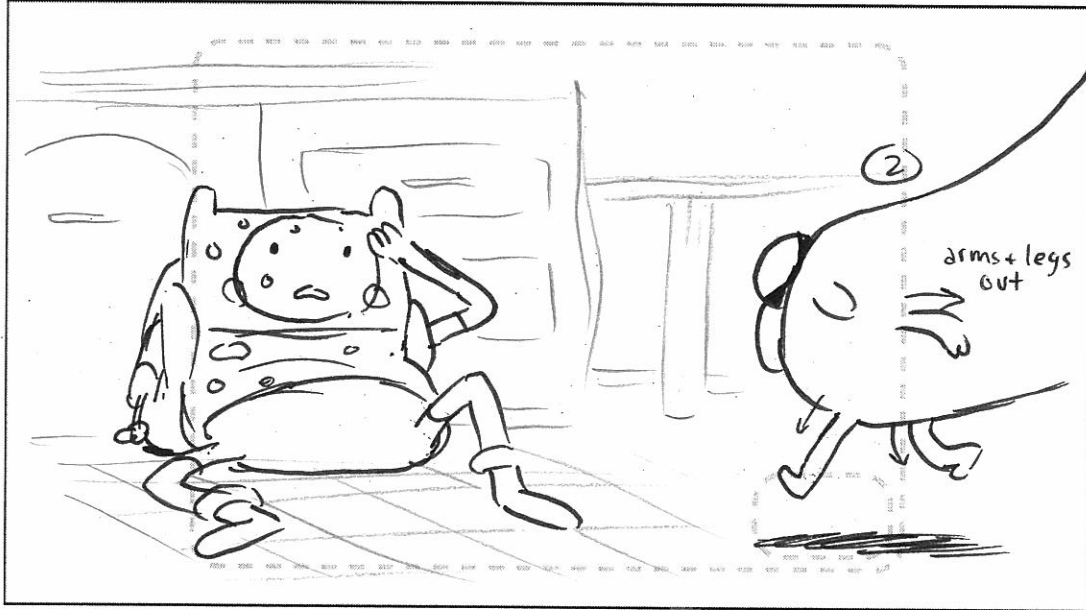
Production :

# ADVENTURE TIME

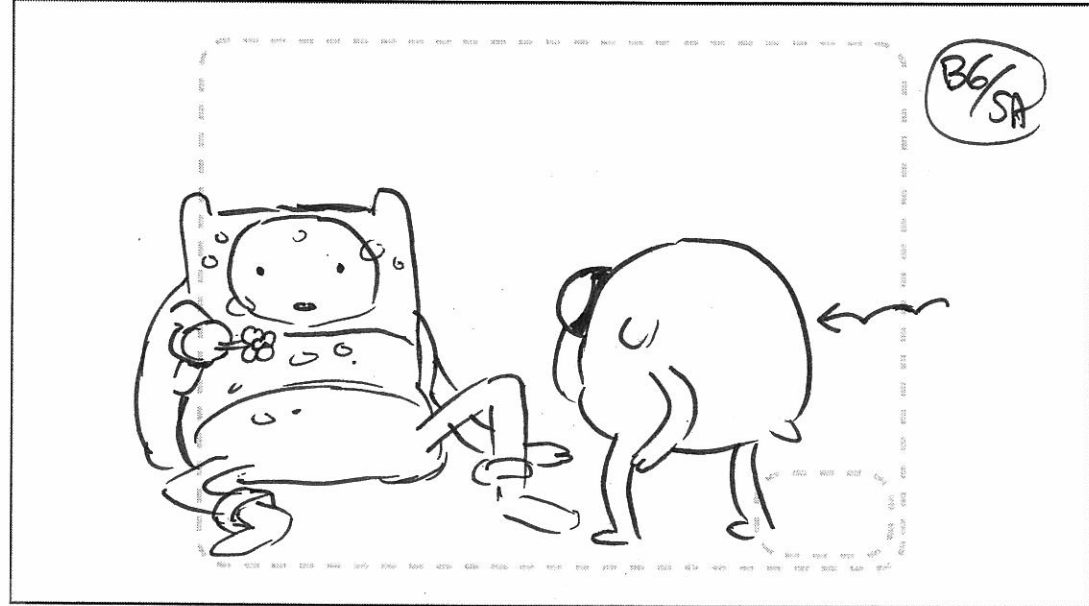


Page 27

Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:

(F) I ... messed up the spaghetti ... →

Action:

Timing:



(F) → then I got mad →

EPISODE #

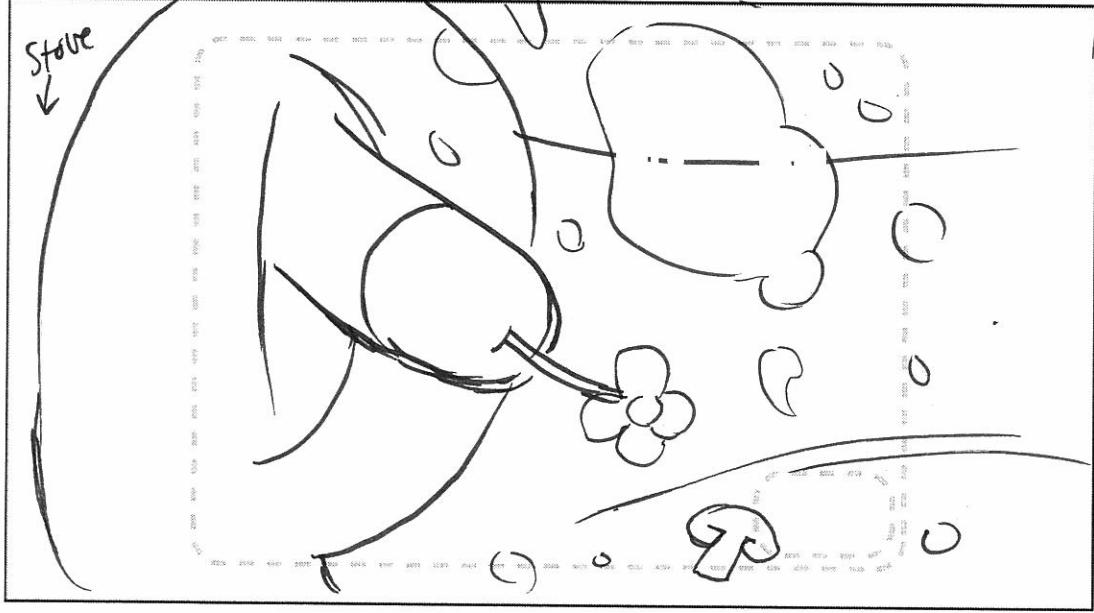
1025-168

Production :

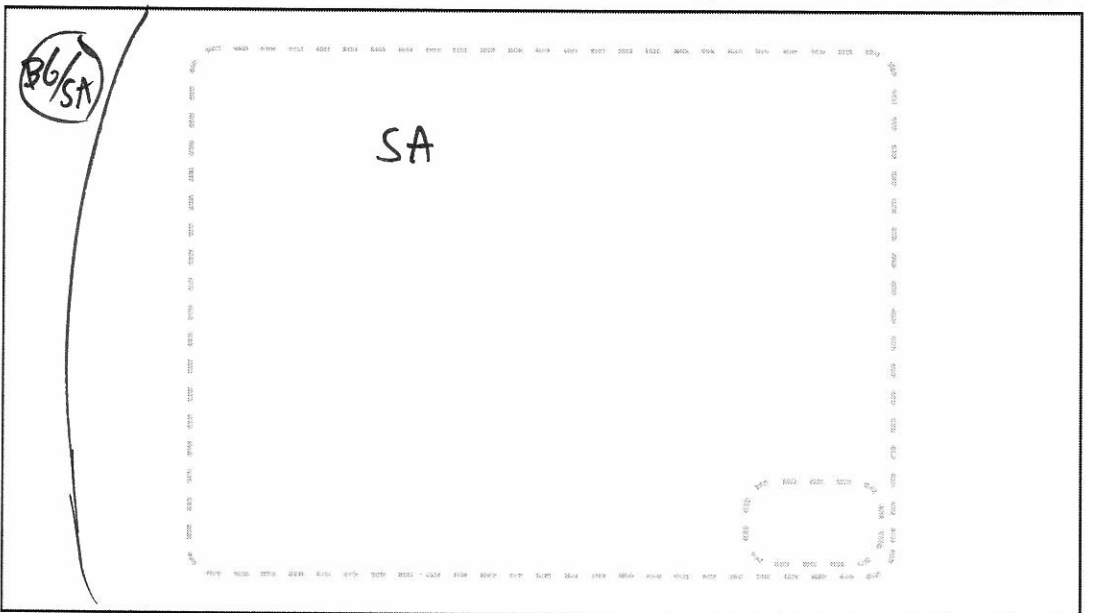
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog: → and PB's condy arm exploded. J: OS \* pss h! \*

Action:

Timing:

EPISODE #

1025-168

Production :

# ADVENTURE TIME

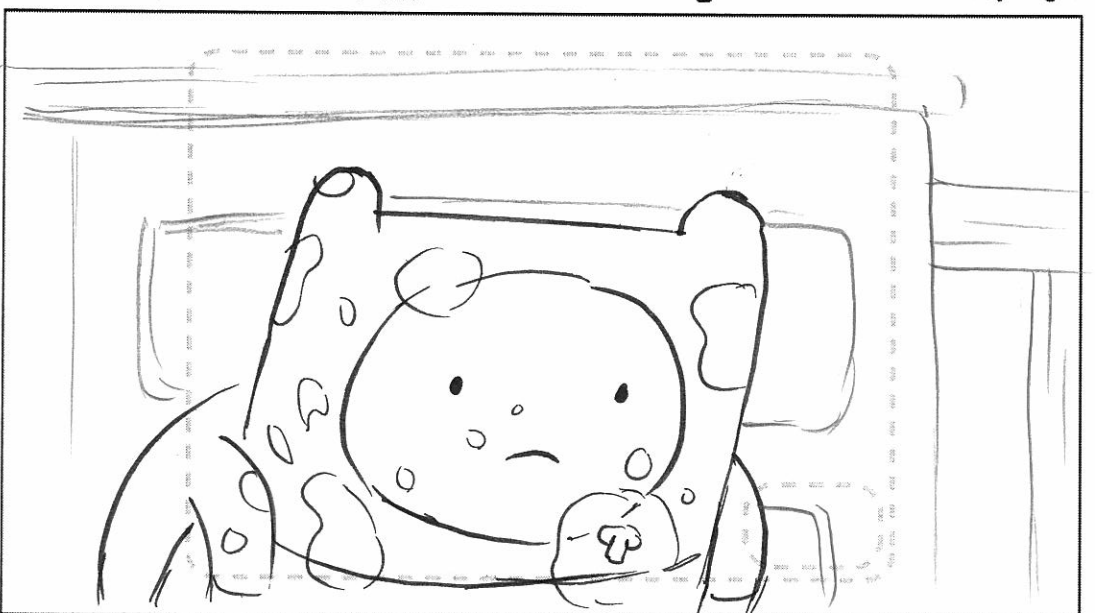


Page 29

Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:	(J:) man, I knew that —————→ arm was bogus.
Action:	
Timing:	

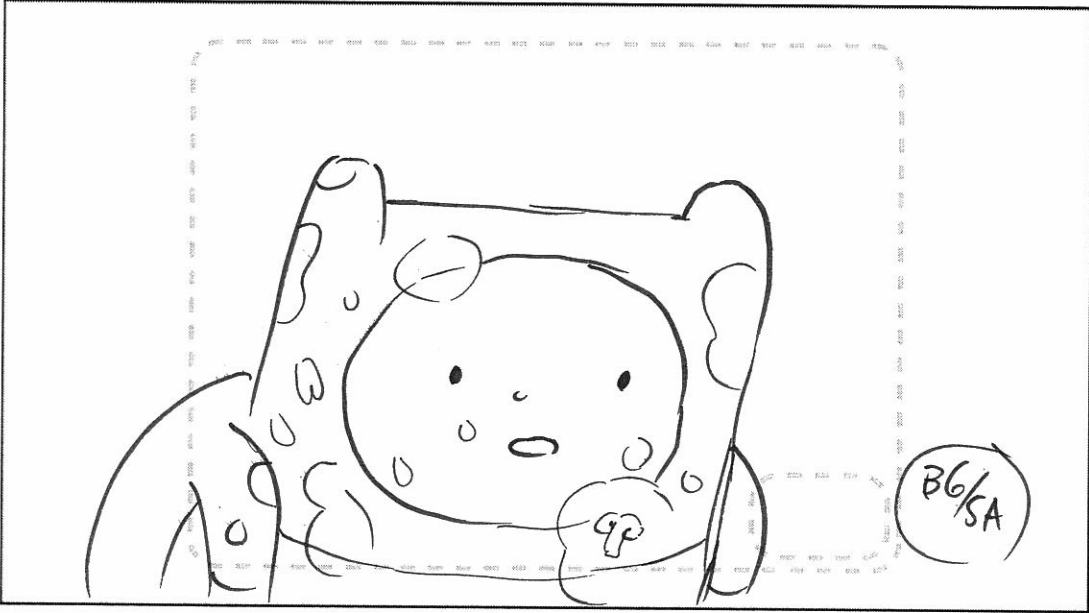
EPISODE # 1025-168  
Production :

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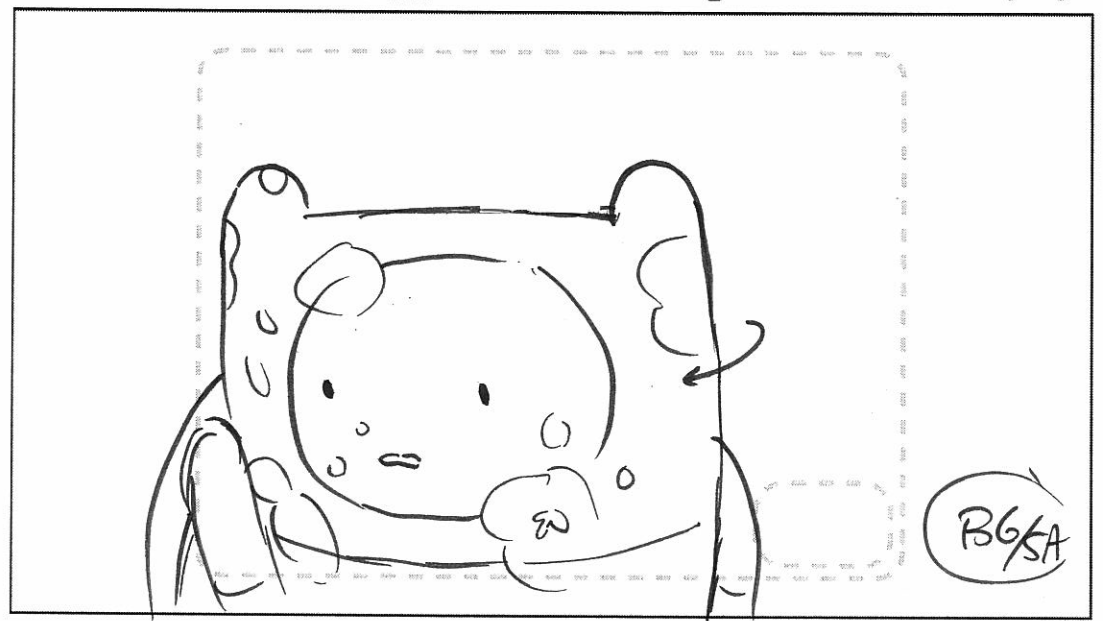
ADVENTURE TIME



Sc. 15 Pnl. B Bg. day night



Sc. 15 Pnl. C Bg. day night



Dialog:	(F:) yeah... →	(F:) it wasn't the greatest... →
Action:		
Timing:		

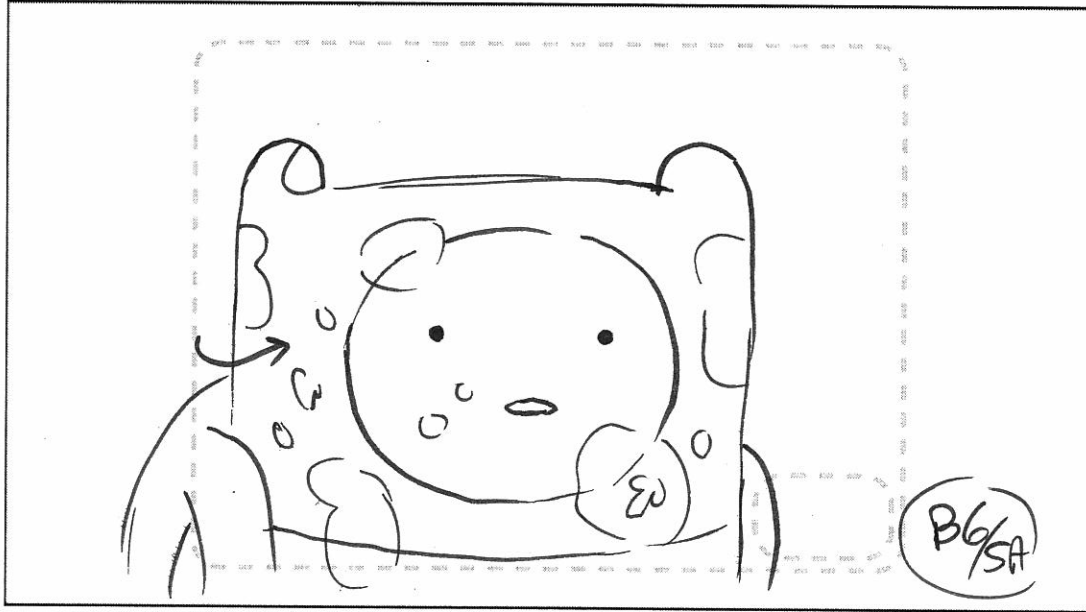
EPISODE # 1025-168  
Production :

# ADVENTURE TIME

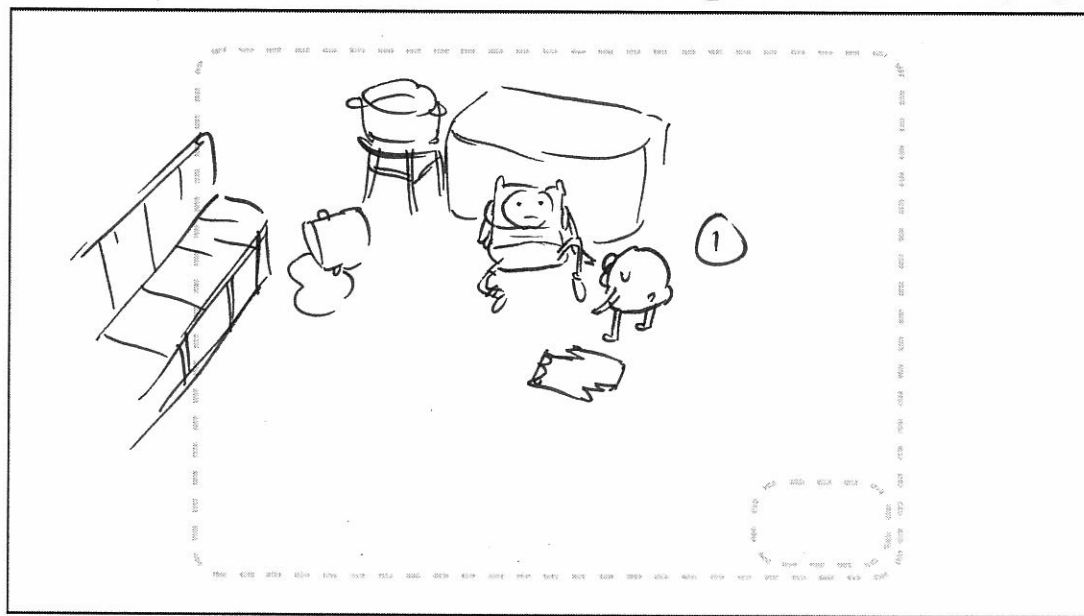


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Sc. 15 Pnl. D Bg. day night



Sc. 16 Pnl. A Bg. day night



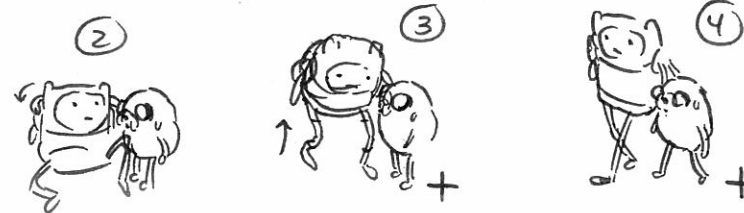
Dialog:

(F) → sorry about the spaghetti though.

(J:) man, don't worry about that.

Action:

Timing:



EPISODE # 1025-168

Production :

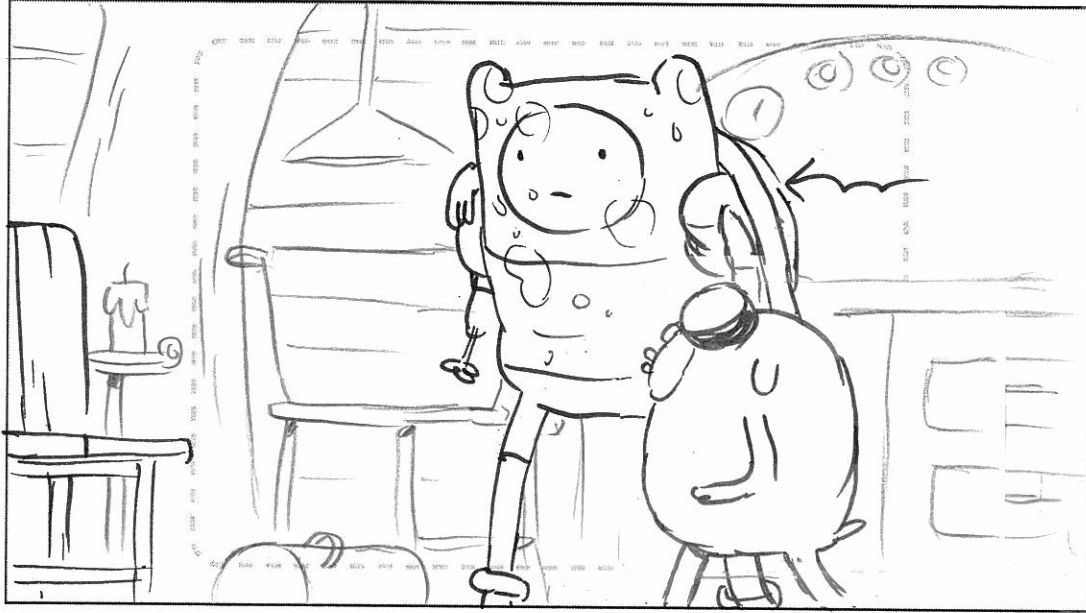


# ADVENTURE TIME

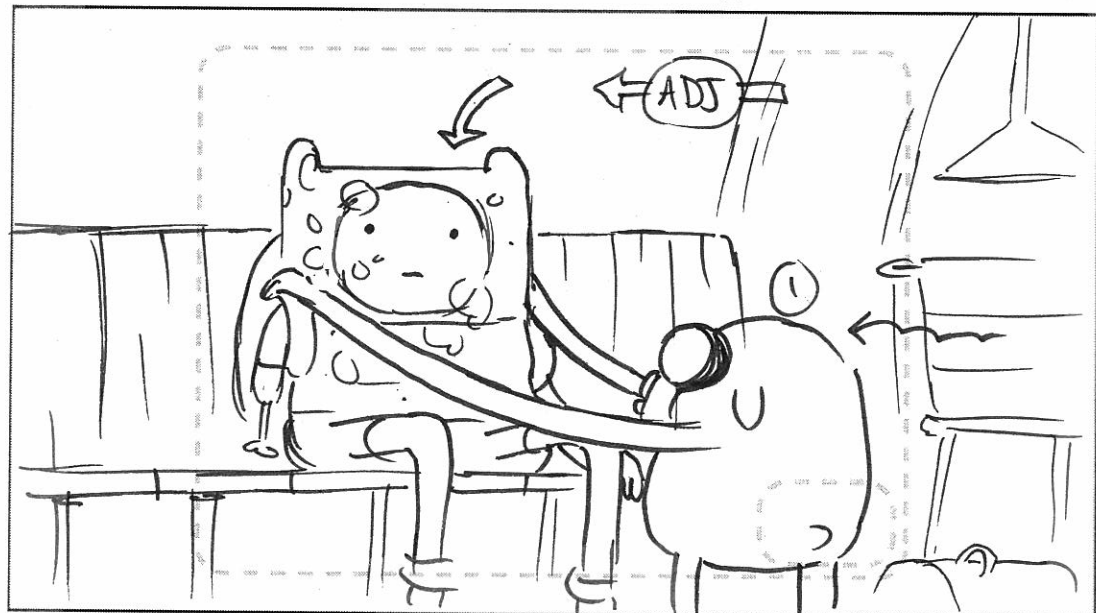


Page 32

Sc. 17 Pnl. A Bg. day night



Sc. 17 Pnl. B Bg. day night



Dialog: (J:) You just went through some outrageous beeswax ————— with losing your favorite arm an etcetera.

Action:

Timing:



EPISODE #

1025-168

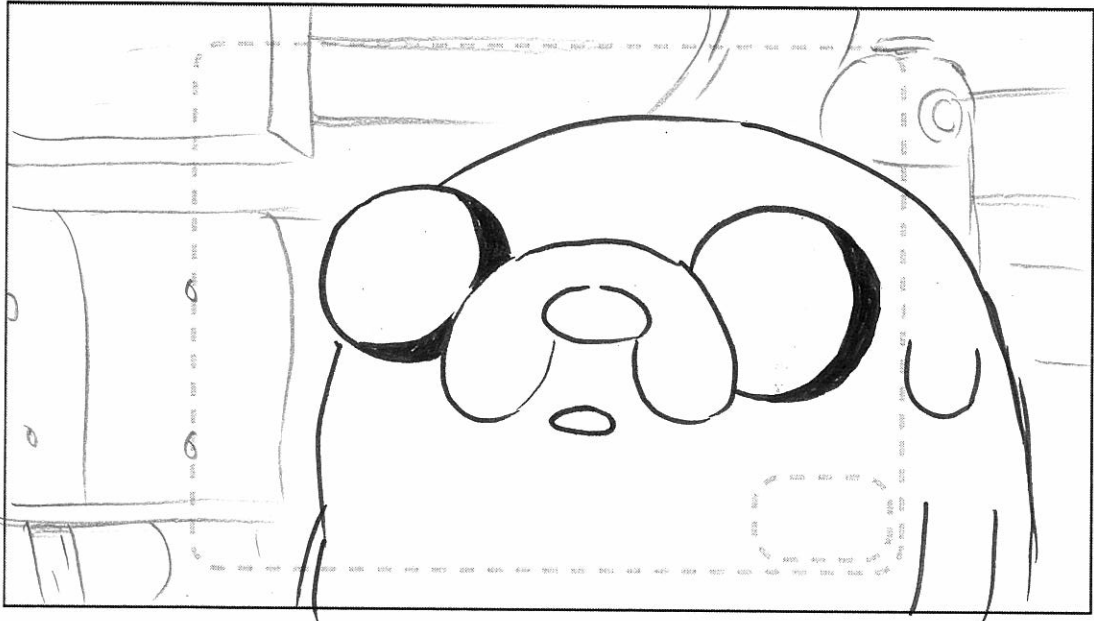
Production :



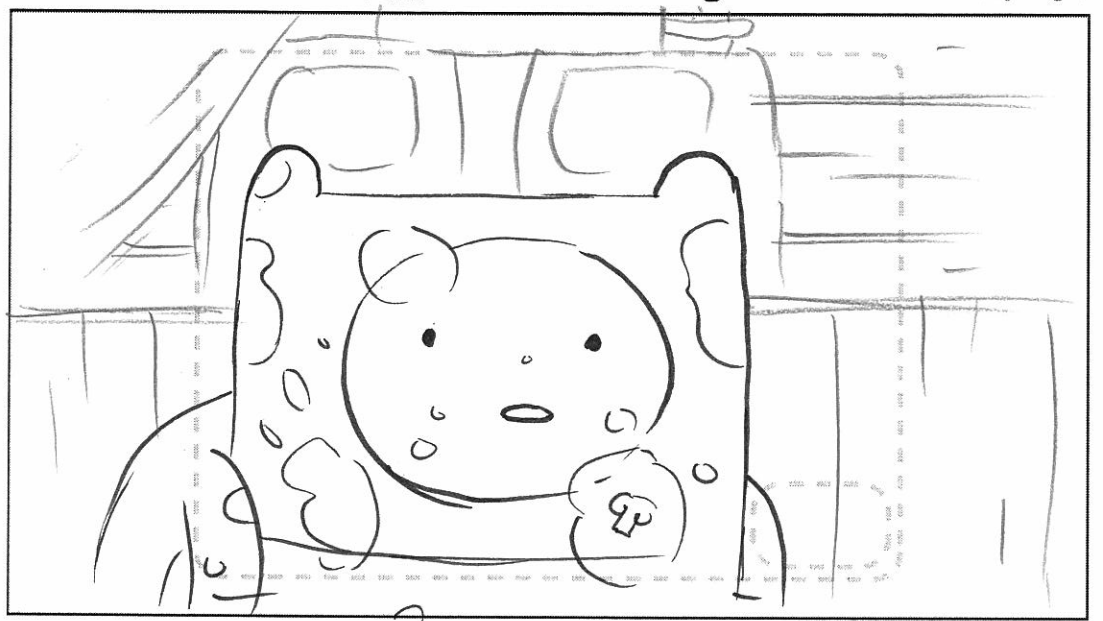
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:	(J) You can't expect to just bounce right back to normal.	(F:) I can't?
Action:		
Timing:		

EPISODE # 1025-168  
Production :

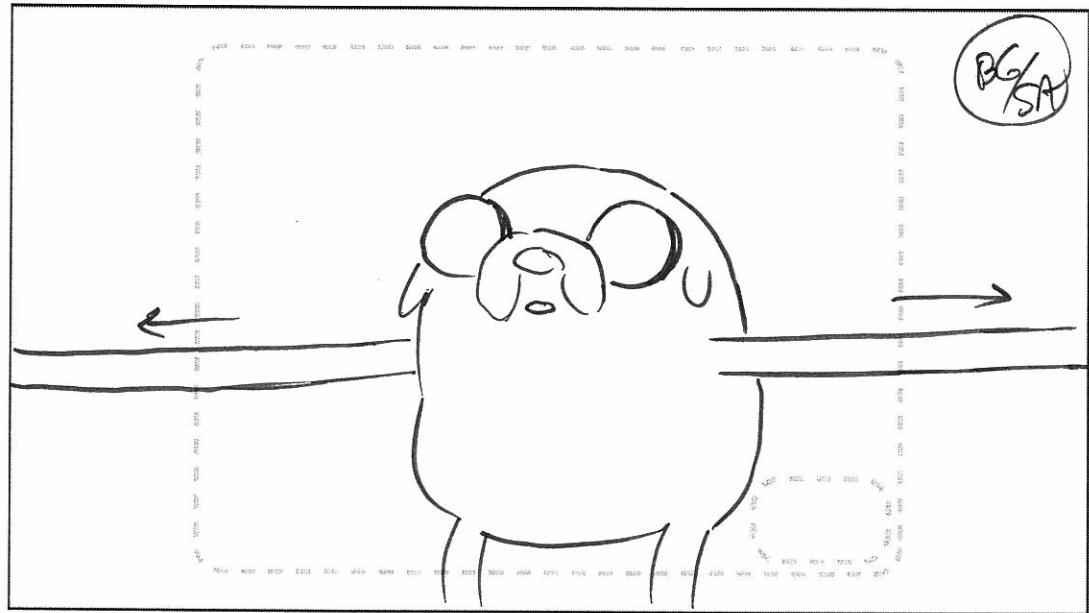
ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night



Sc. 20 Pnl. B Bg. day night



Dialog:	(J) nah, man, listen: →	All these princesses, →
Action:		
Timing:		

EPISODE # 1025-168

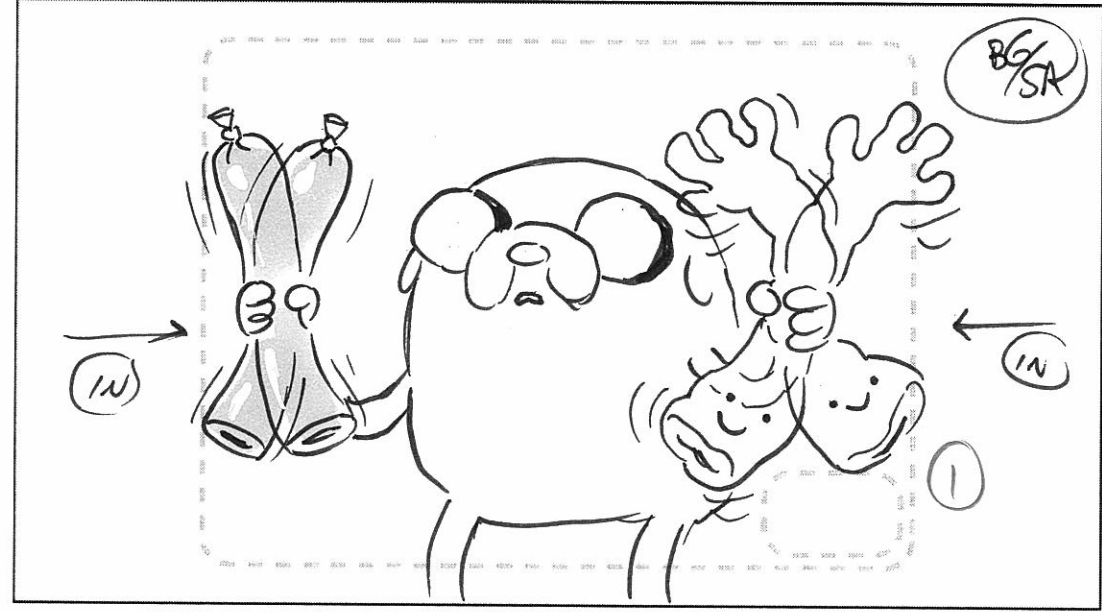
Production :

# ADVENTURE TIME

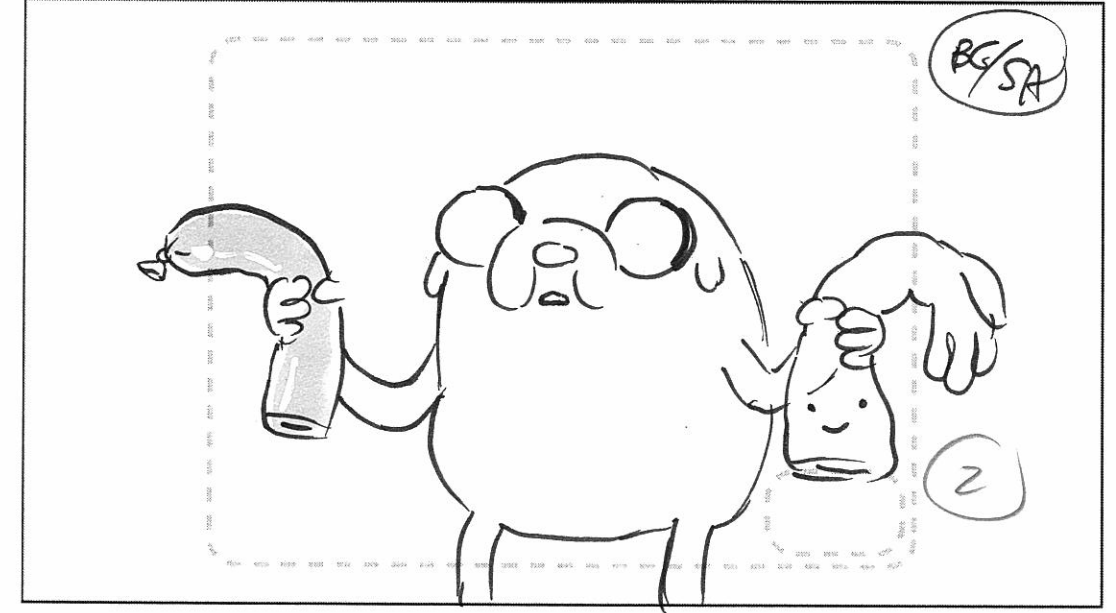


Page 35

Sc. 20 Pnl. C Bg. day night



Sc. 20 Pnl. D Bg. day night



Dialog:	→ donating all these gross fake arms. They mean well, → (ALT) bringing over all these "
Action:	- Rubbery arms wobble then settle
Timing:	

EPISODE # 1025-168

Production :

# ADVENTURE TIME



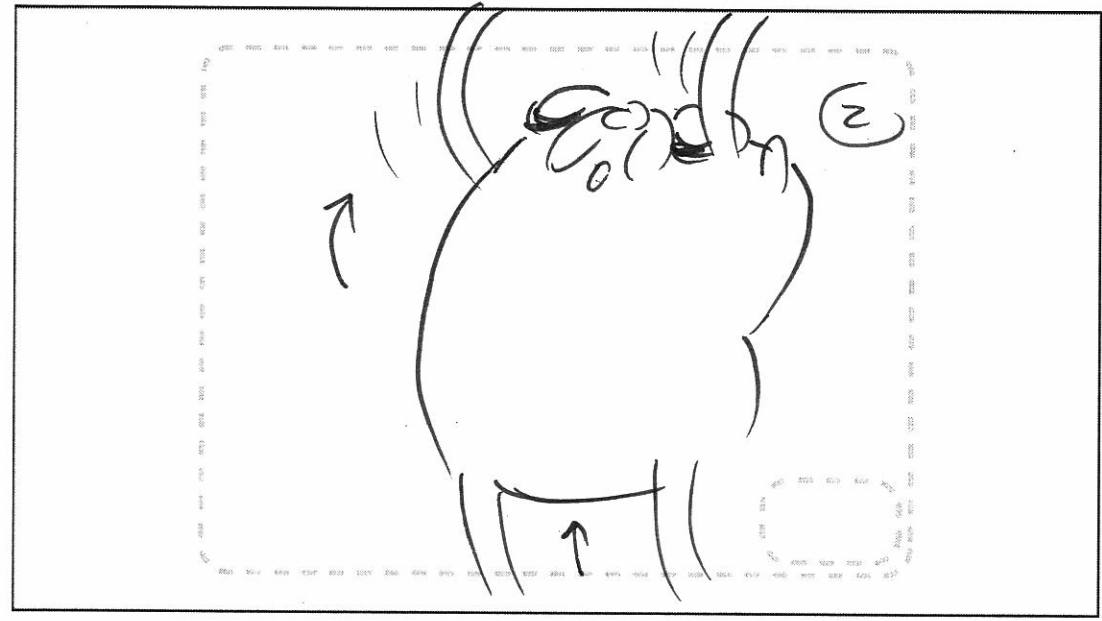
Page 36

Sc. 20

Pnl. E

Bg.

day night

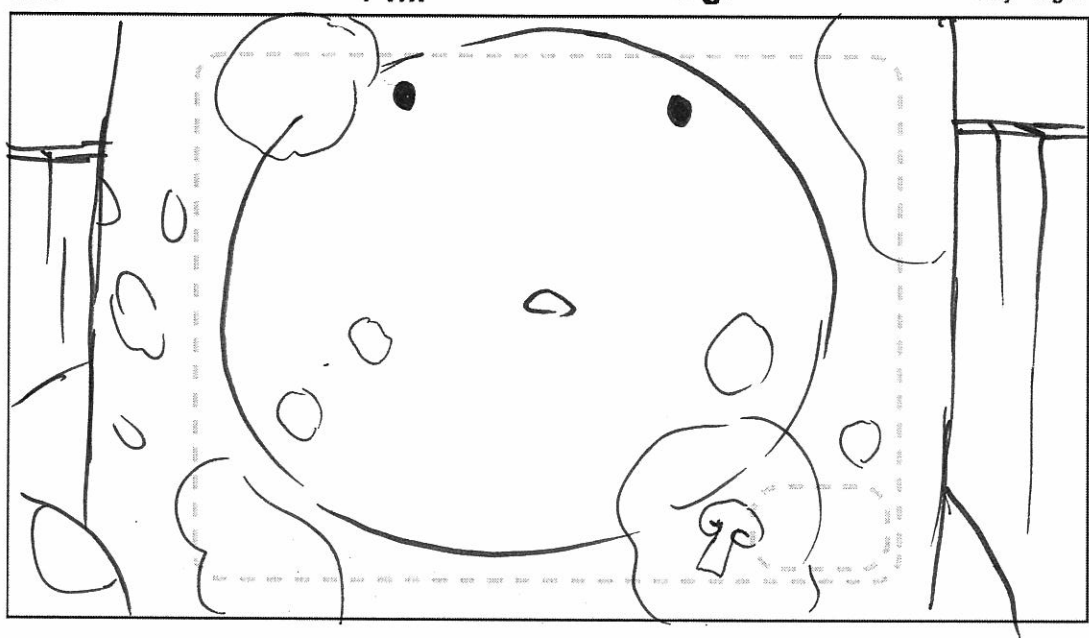


Sc. 21

Pnl. A

Bg.

day night



<p>Dialog:</p> <p>(J) but 'they're throwing you →</p> <p>(J) (OS) → off your game.</p> <p>(SFX): * Bonk klonk crash *</p>
<p>Action:</p> <p>(1) (3)</p> <p>- Jake hurls the arms at the ceiling.</p> <p>- Finn watches the arms fall</p>
<p>Timing:</p>

EPISODE #

Production :

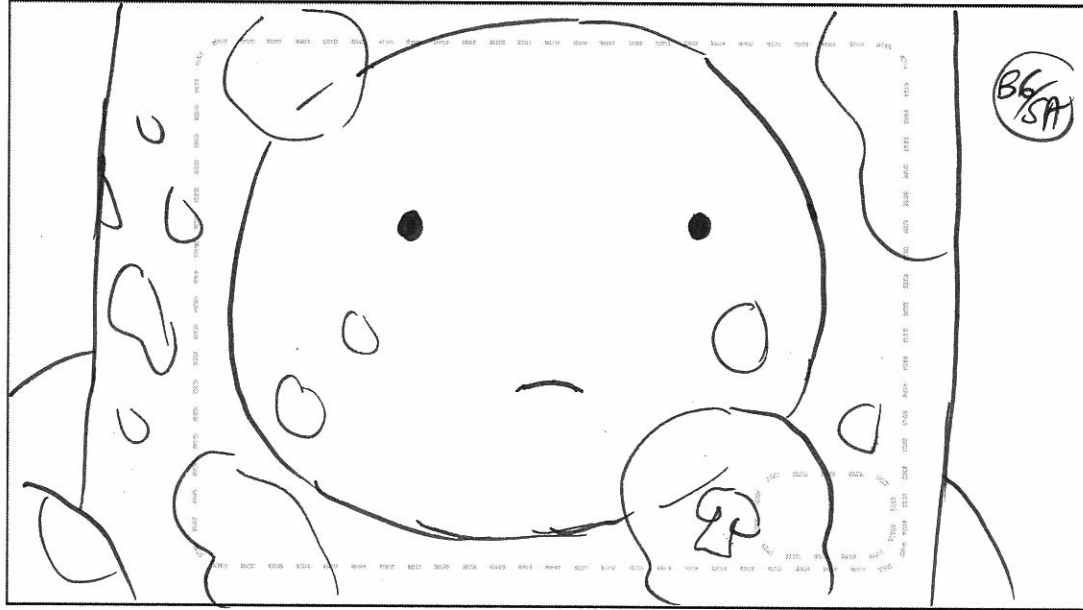
1025-168

# ADVENTURE TIME



Page 37

Sc. 21 Pnl. B Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

(JCS) You gotta go at your own pace.

Action:

Timing:

(J:) If you listen deep →



EPISODE # 1025-168

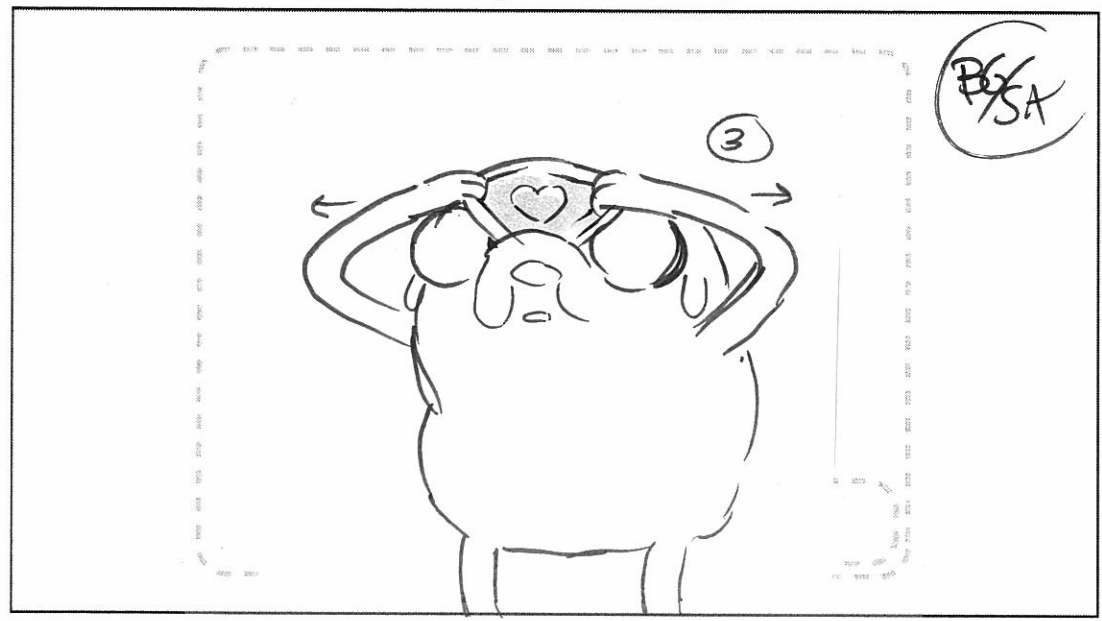
Production :

ADVENTURE TIME

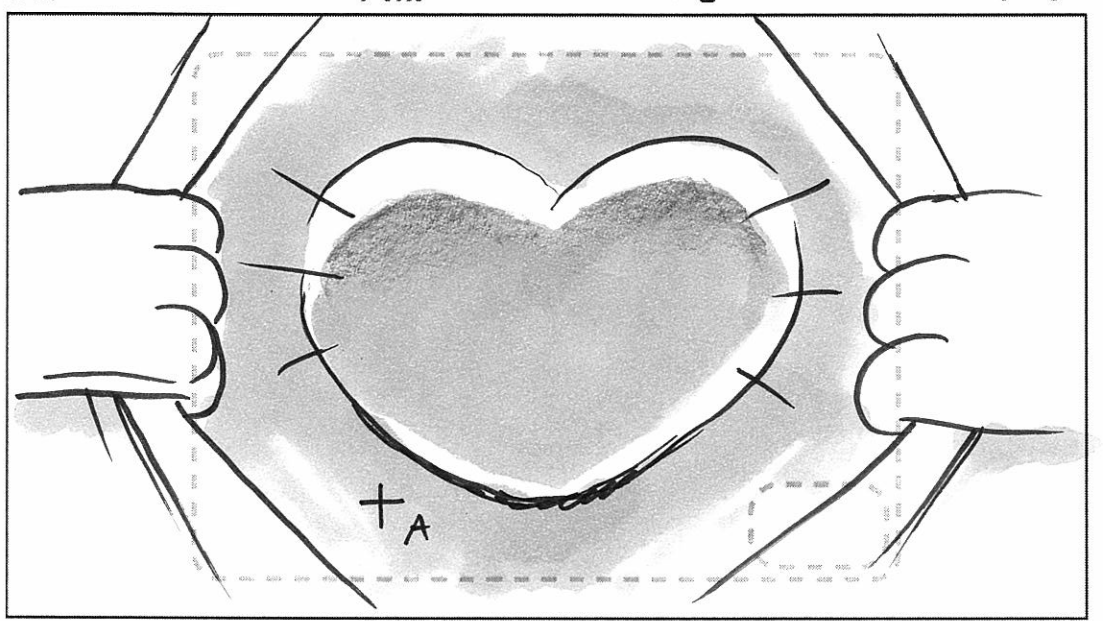


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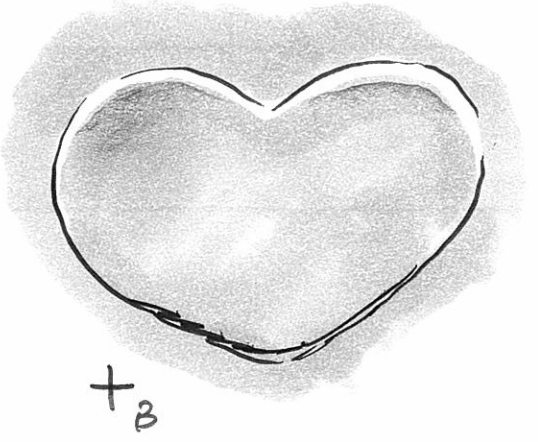
Sc. 22 Pnl. B Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog: → in your melon-heart, → that's where the real instructions are. →  
SFX: th-thump th-thump th-thump  
Action: A B A B A B A  
- heart beats  
Timing:



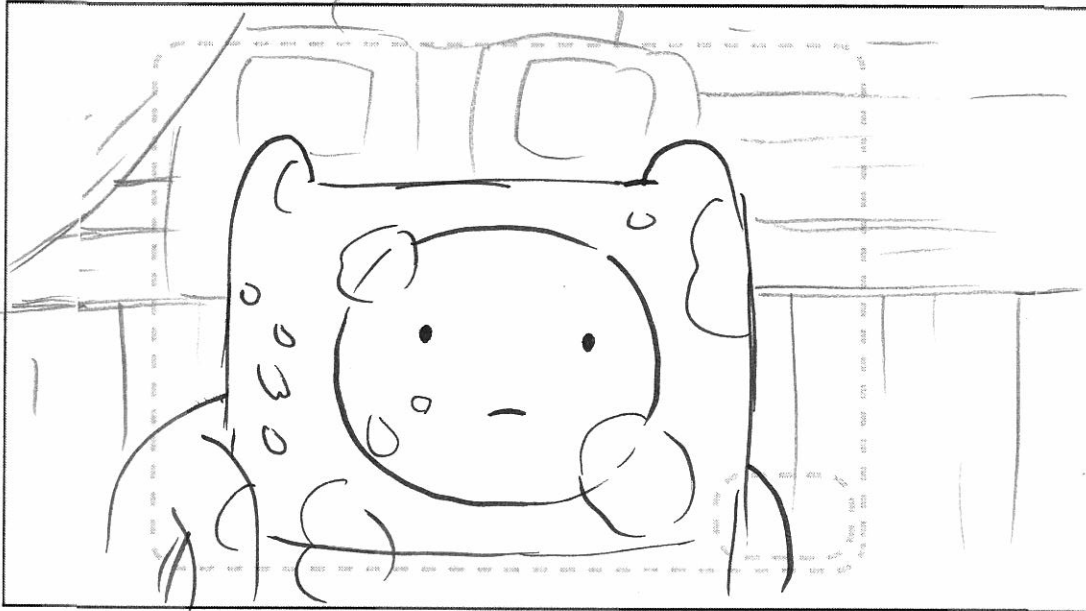
EPISODE # 1025-168

Production :

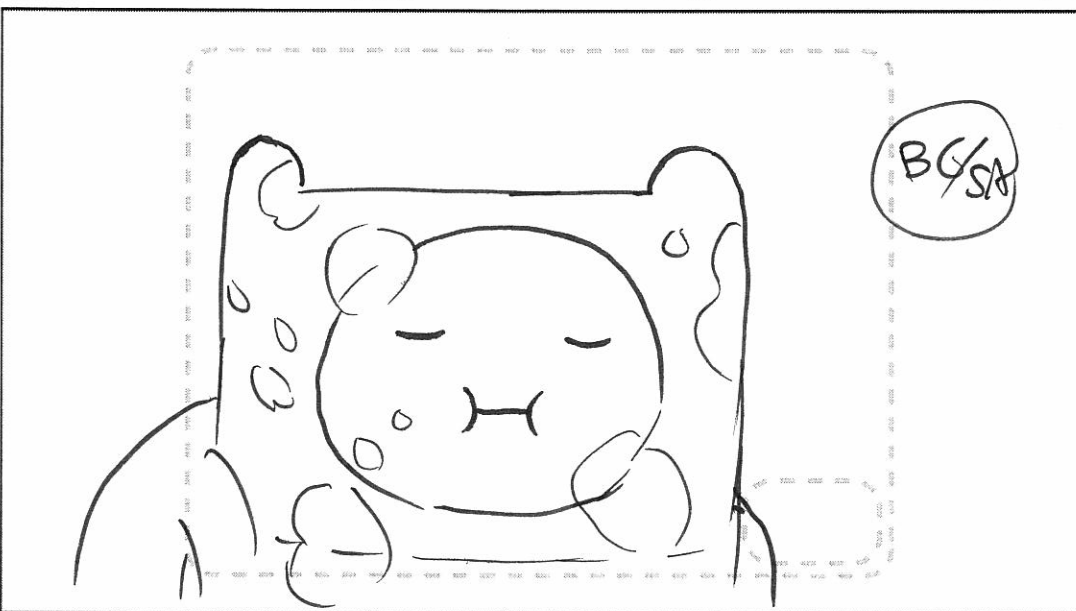
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog:	SFX: th-thump th-thump	* BEAT *
Action:	- Finn thinks	
Timing:		

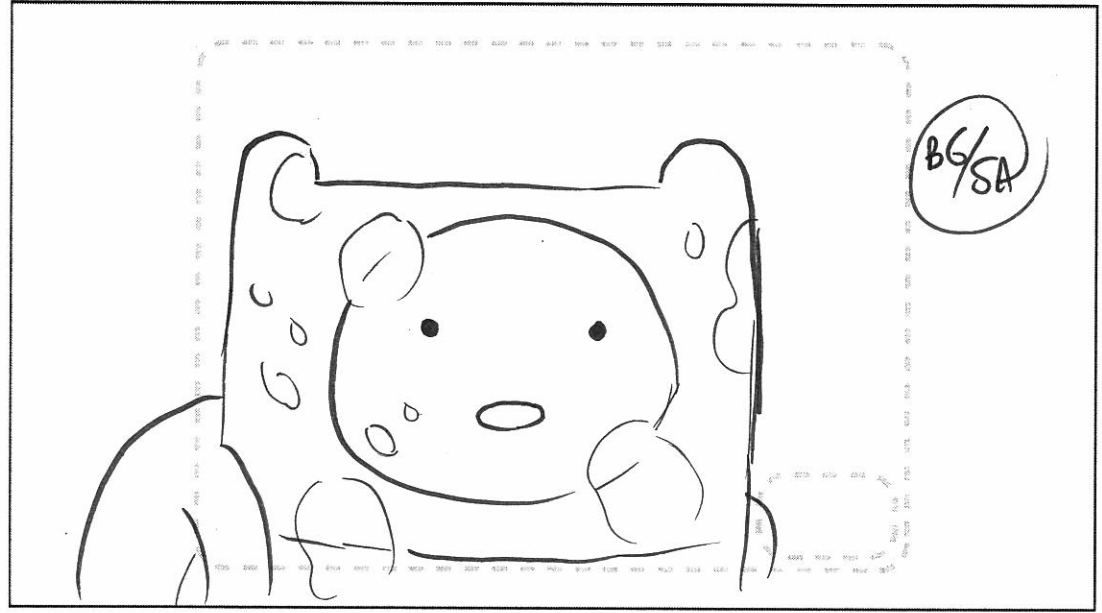
EPISODE # 1025-168  
Production :



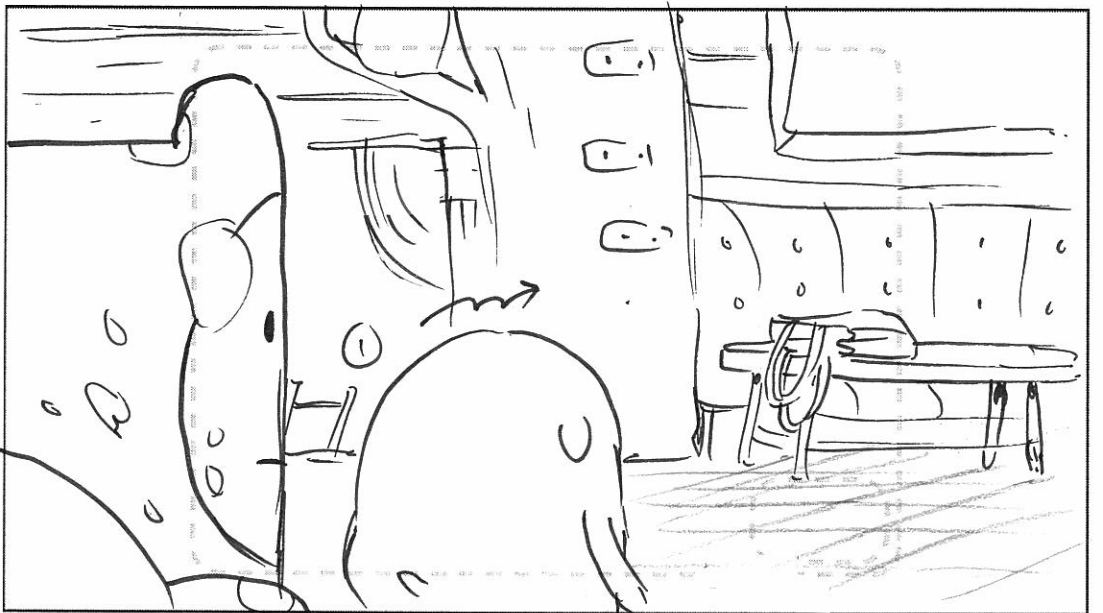
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. 25 Pnl. A Bg. day night

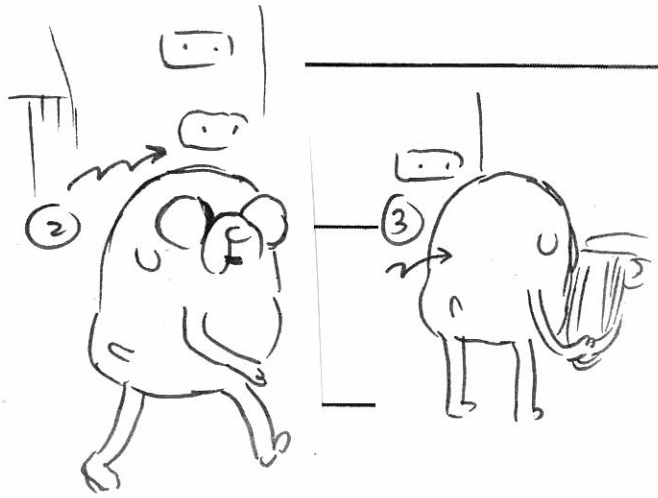


Dialog: (F:) My melon wants to punch my dad in the face and steal his arm.

Action:

Timing:

(J) ① Haha - ② well, ③ those things are bad →



EPISODE # 1025-168

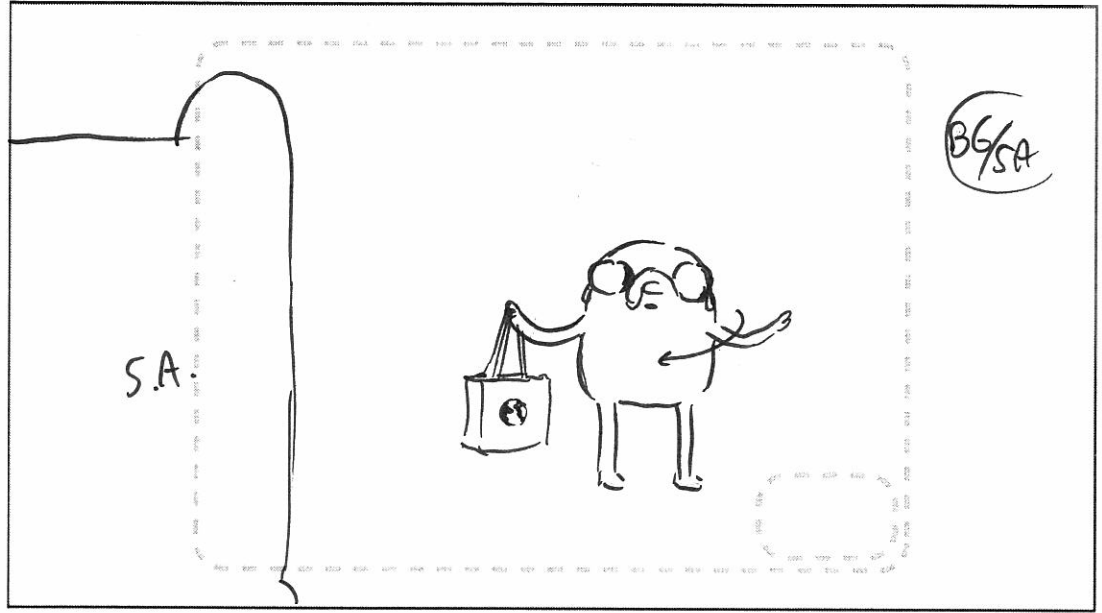
Production :



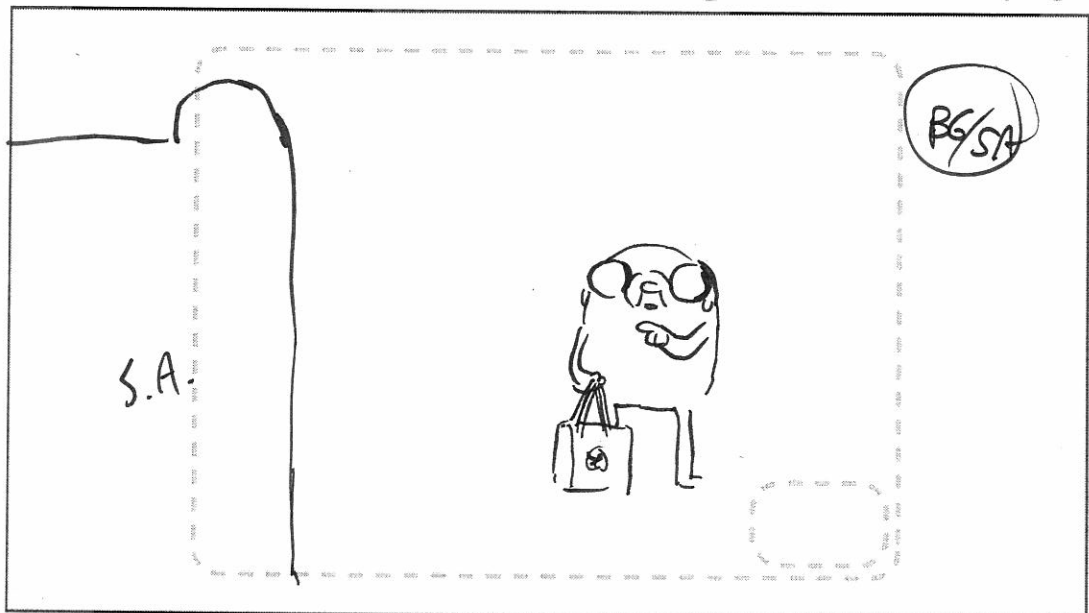
ADVENTURE TIME



Sc. 25 Pnl. B Bg. day night



Sc. 25 Pnl. C Bg. day night



Dialog: (J:) So they can't be the real instructions.

Action: - Jake picks up his tote-bag.

Timing:

EPISODE # 1025-168

Production :

# ADVENTURE TIME

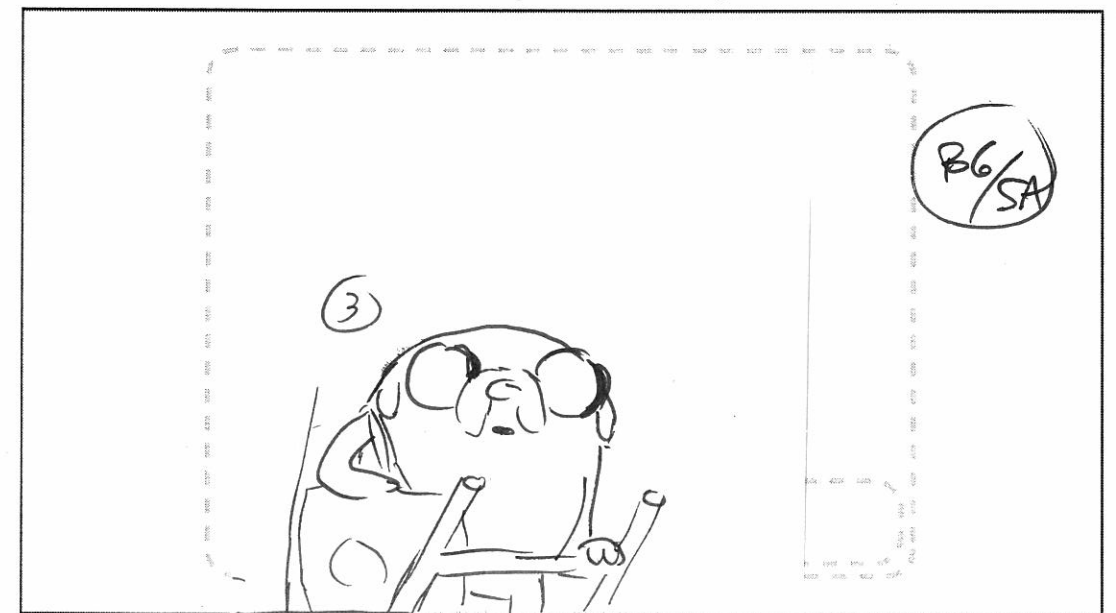


Page 42

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog: (J) (2) Me? (3) I'm gonna go to the spaghetti store & buy a new mop head.



(J) (1) (2) I'll be back soon.  
(3) Just remember, →



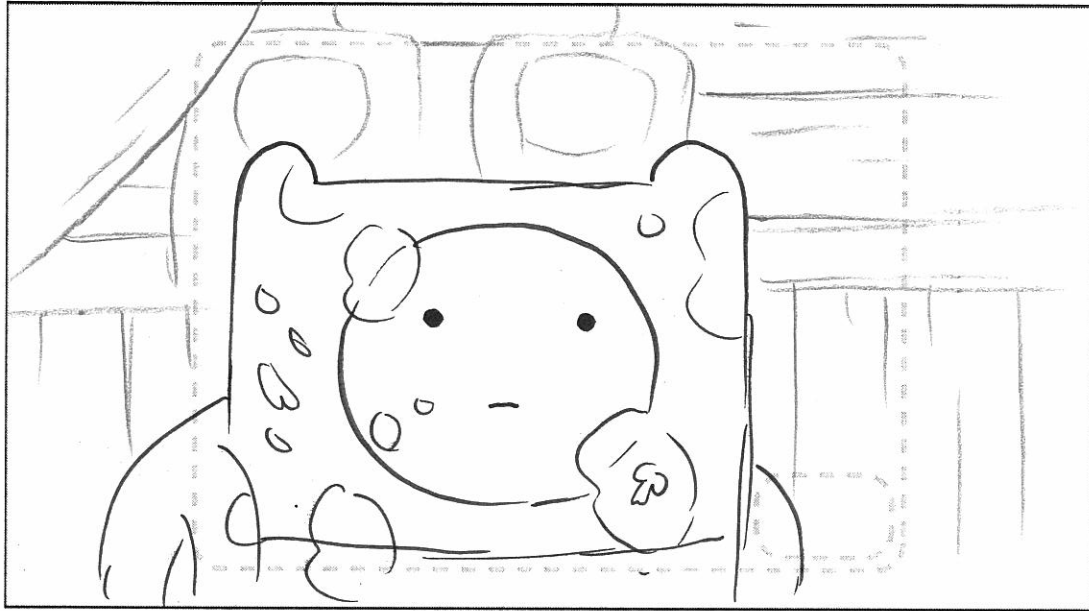
EPISODE # 1025-168

Production :

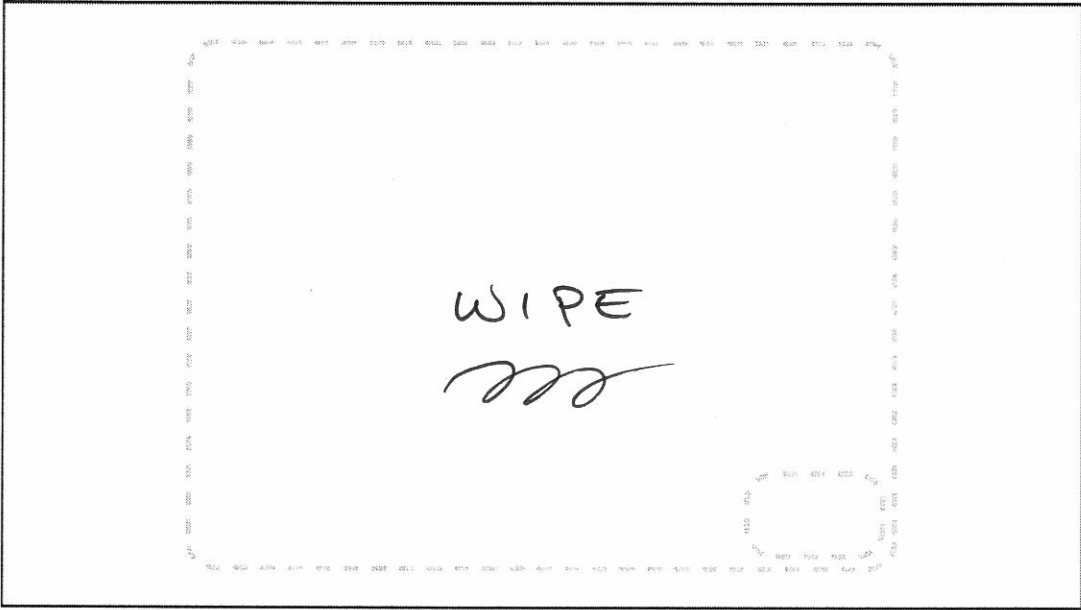
ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (J)(OS) → listen to your melon-heart. It won't steer you wrong.

Action:

Timing:

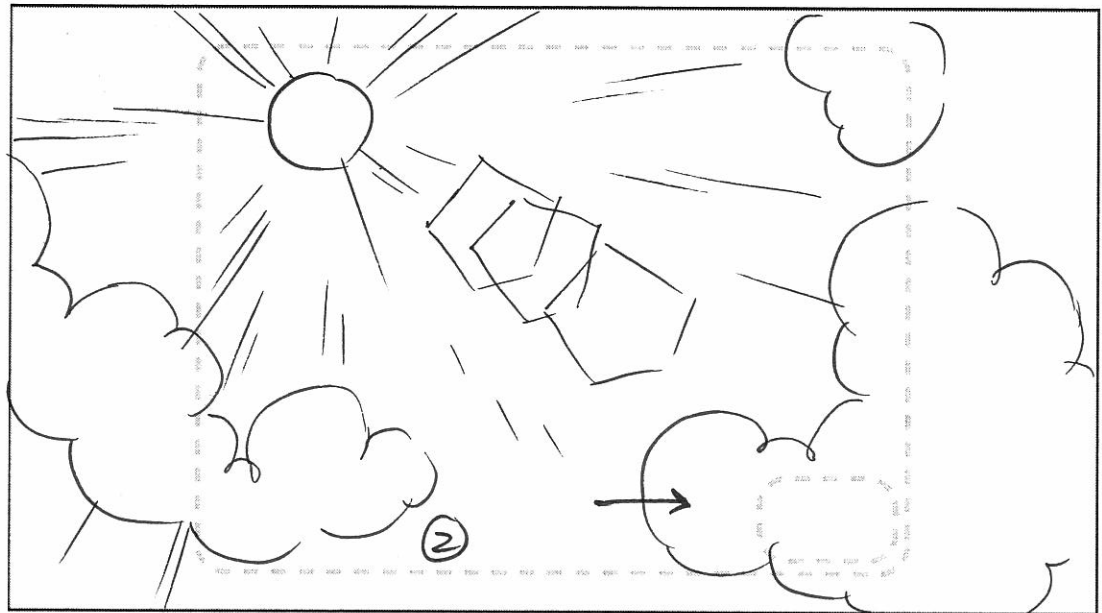
EPISODE # 1025-168

Production :

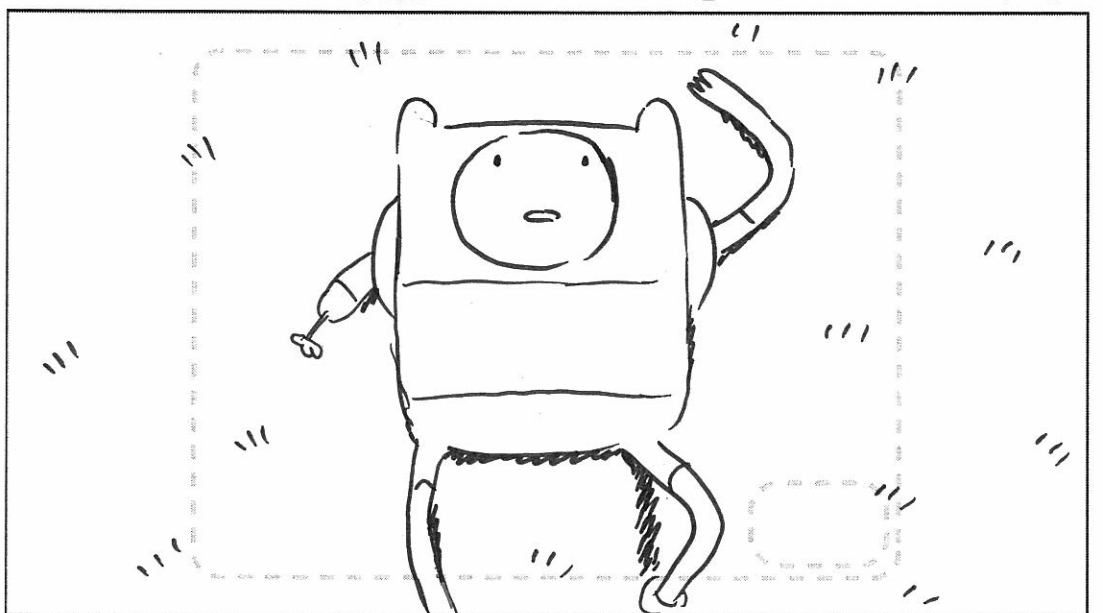
# ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog: (F:) \* sigh \*... melon heart, melon heart. Man, I don't know...

(F:) ① It'd be so easy if I could just go find him.  
② My dad, that is.

Action:

Timing:



EPISODE # 1025-168

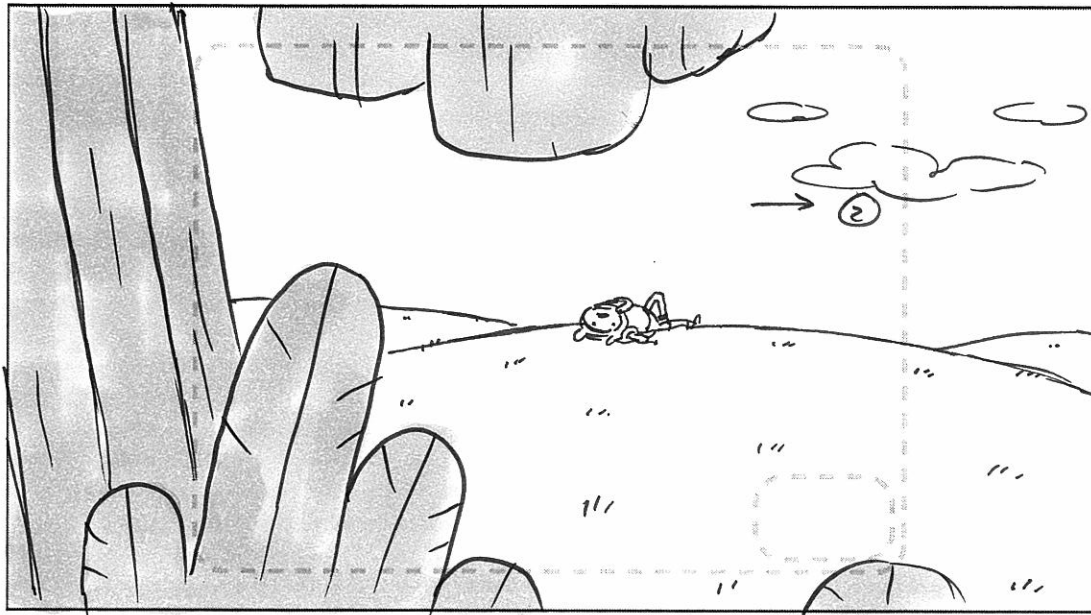
Production :

# ADVENTURE TIME

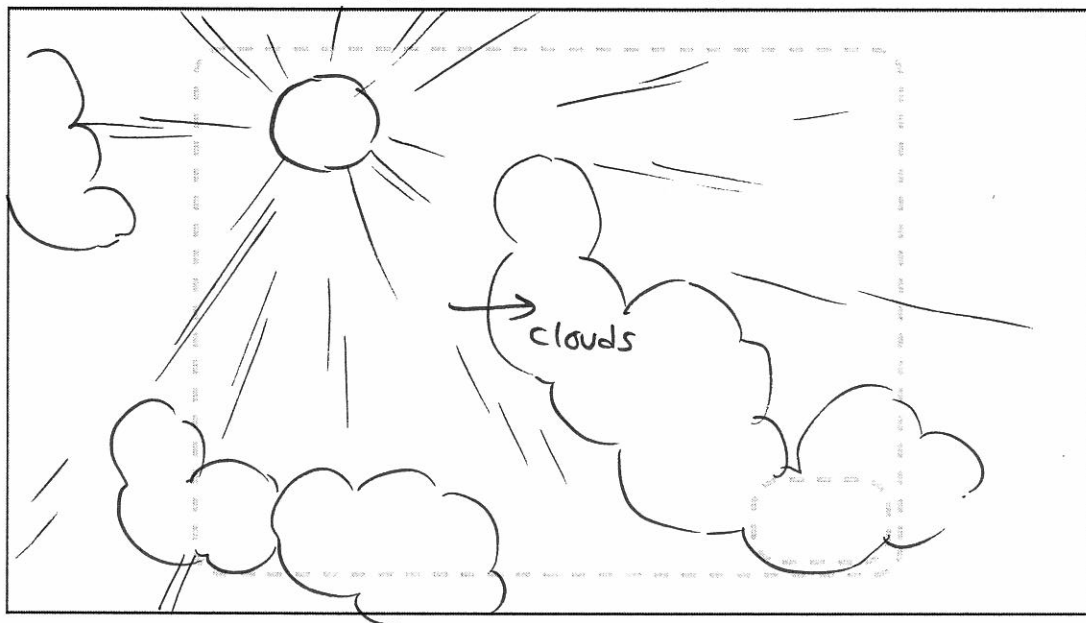


Page 45

Sc. 30 Pnl. A Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog: (F:) That portal he went through, after ripping off my favorite arm, went right to outer space.

(FOS) And outer space is up there somewhere, I'm told.

Action:



Timing:

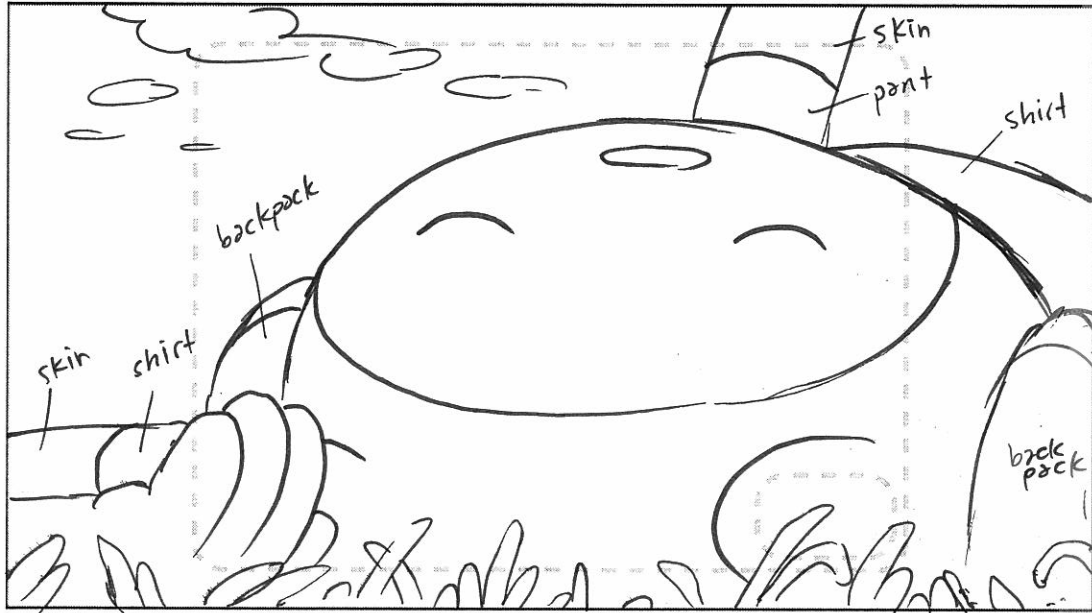
EPISODE # 1025-168

Production :

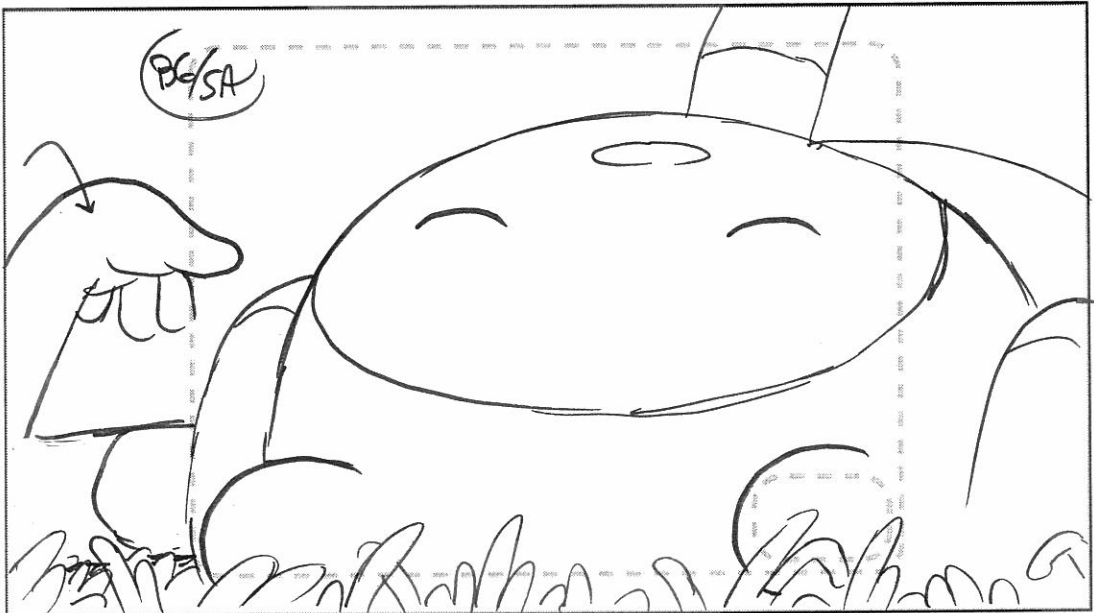
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:	(F:) maybe... banana man could →
Action:	
Timing:	

EPISODE # 1025-168

Production :

ADVENTURE TIME

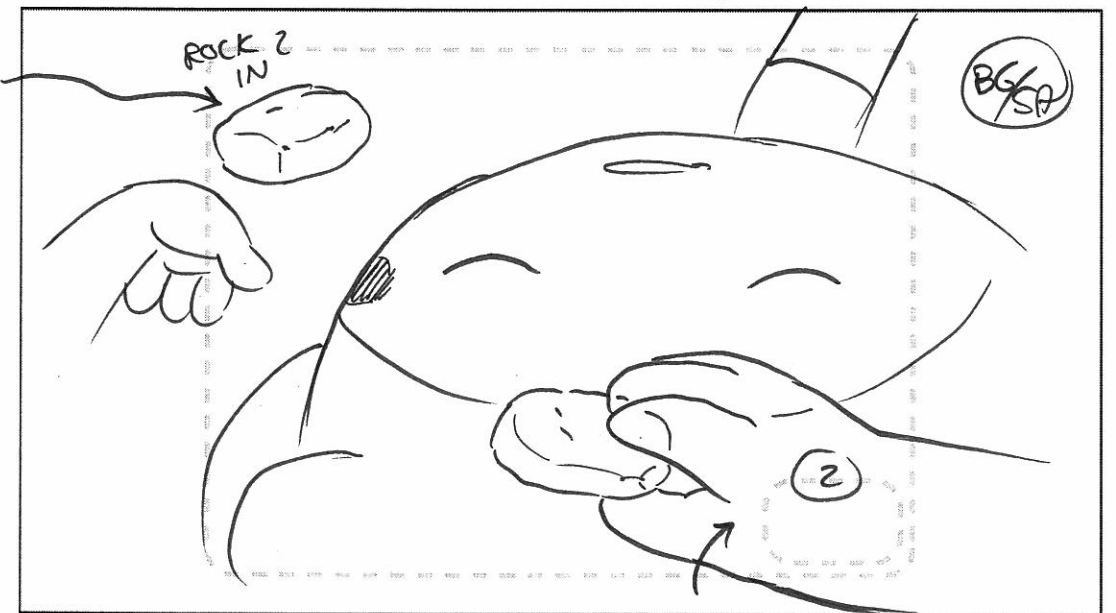


Page 47

Sc. 32 Pnl. C Bg. day night



Sc. 32 Pnl. D Bg. day night



Dialog:	(F) → help me build a rocket or something, →	
Action:	①: spirit arm manifests ②: arm catches rock	①
Timing:		

EPISODE # 1025-168  
Production :

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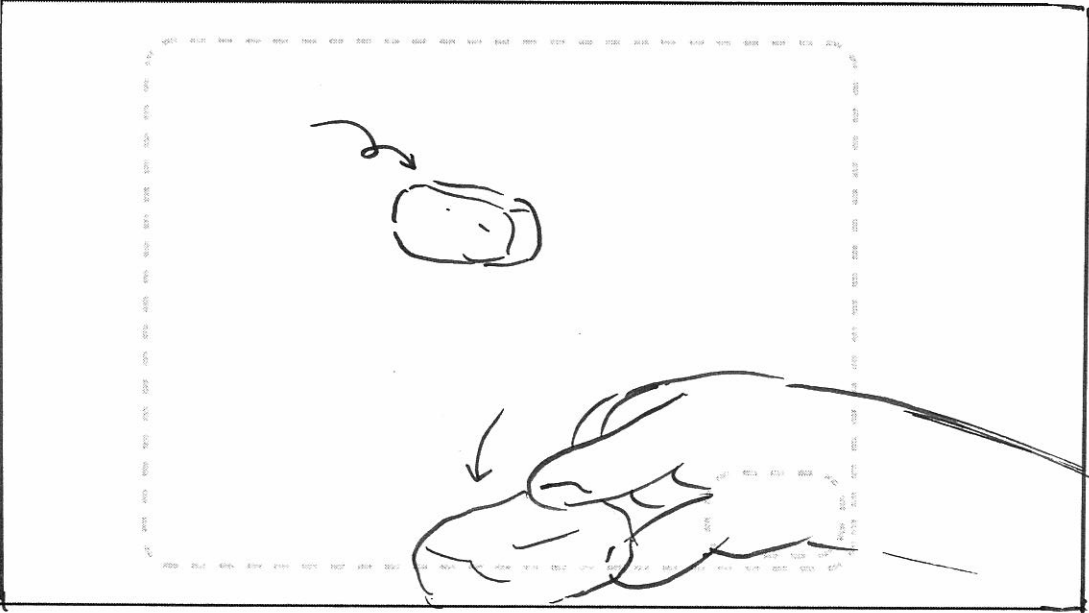


# ADVENTURE TIME

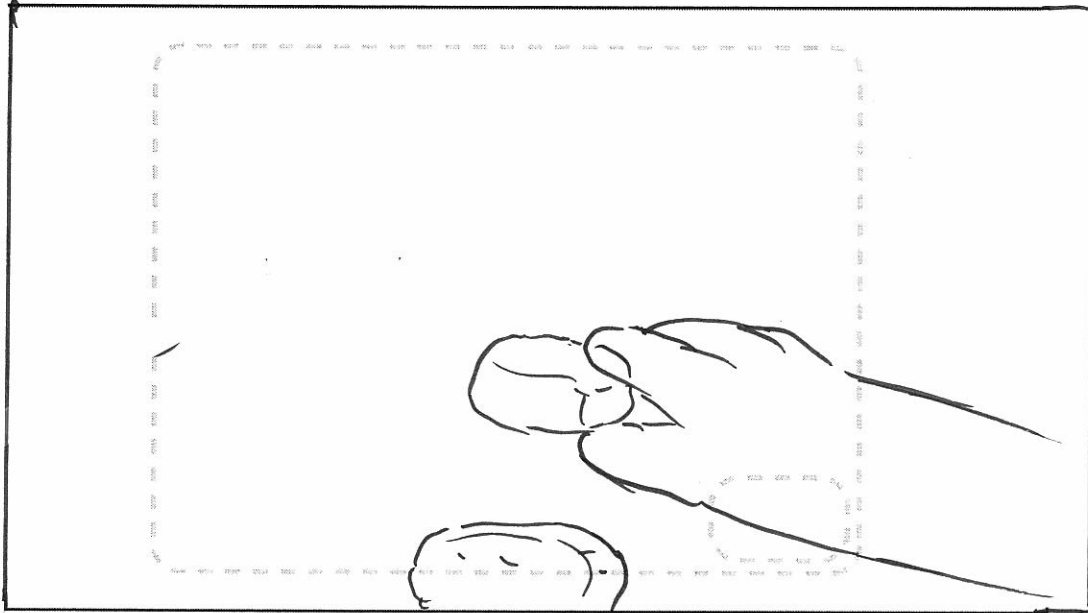


Page 48

Sc. 32 Pnl. E Bg. day night



Sc. 32 Pnl. F Bg. day night



Dialog:	→ or some stairs or something something →
Action:	- Finn's spirit arm stacks rocks
Timing:	

EPISODE #

1025-168

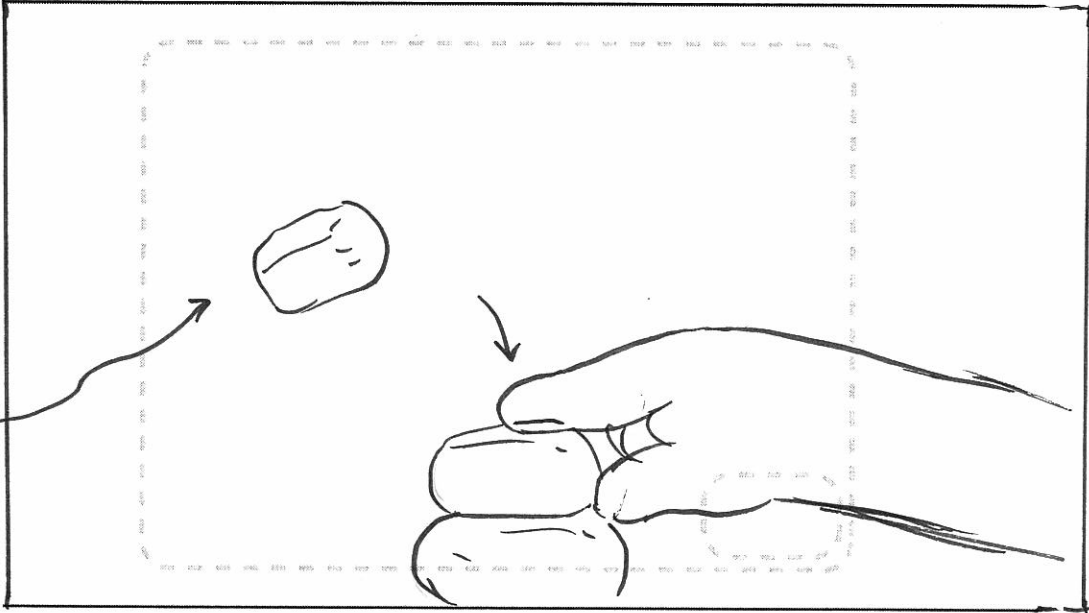
Production :



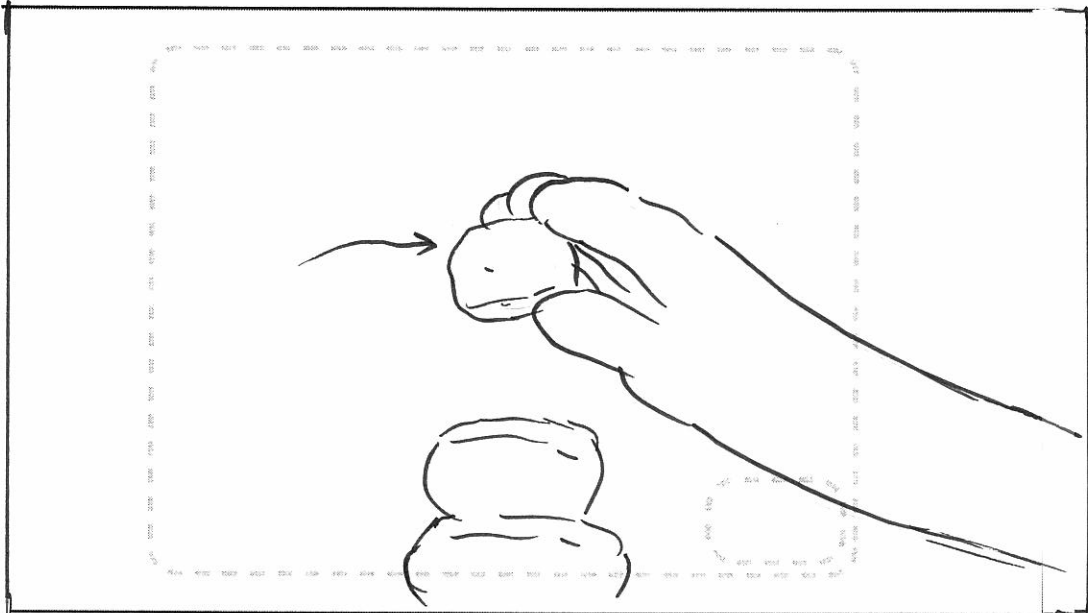
ADVENTURE TIME



Sc. 32 Pnl. G Bg. day night



Sc. 32 Pnl. H Bg. day night



Dialog: → something. → or... →

Action:

Timing:

EPISODE #

1025-168

Production :

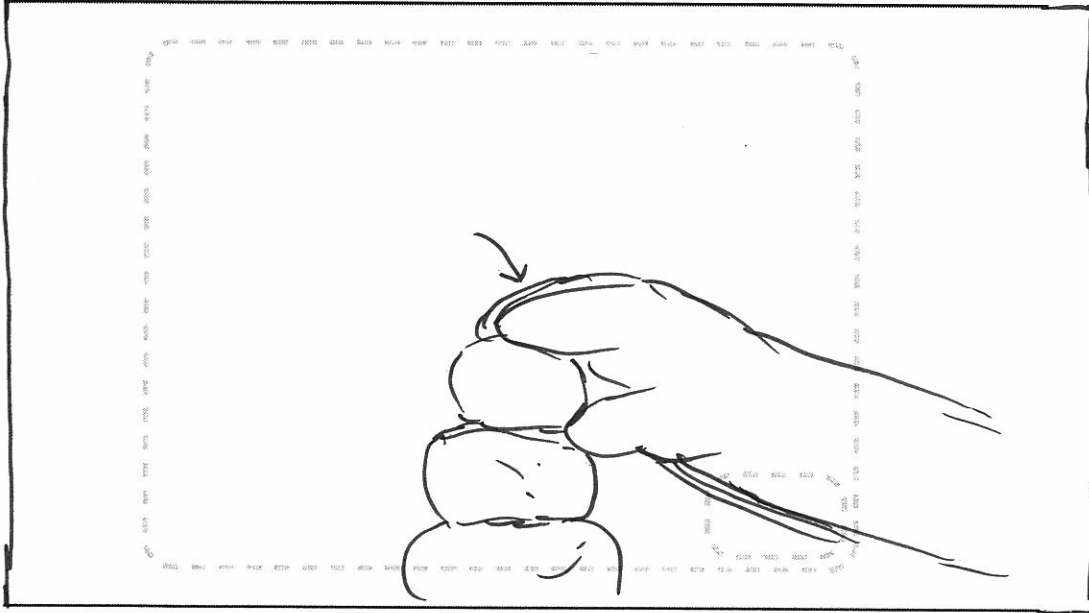
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ADVENTURE TIME

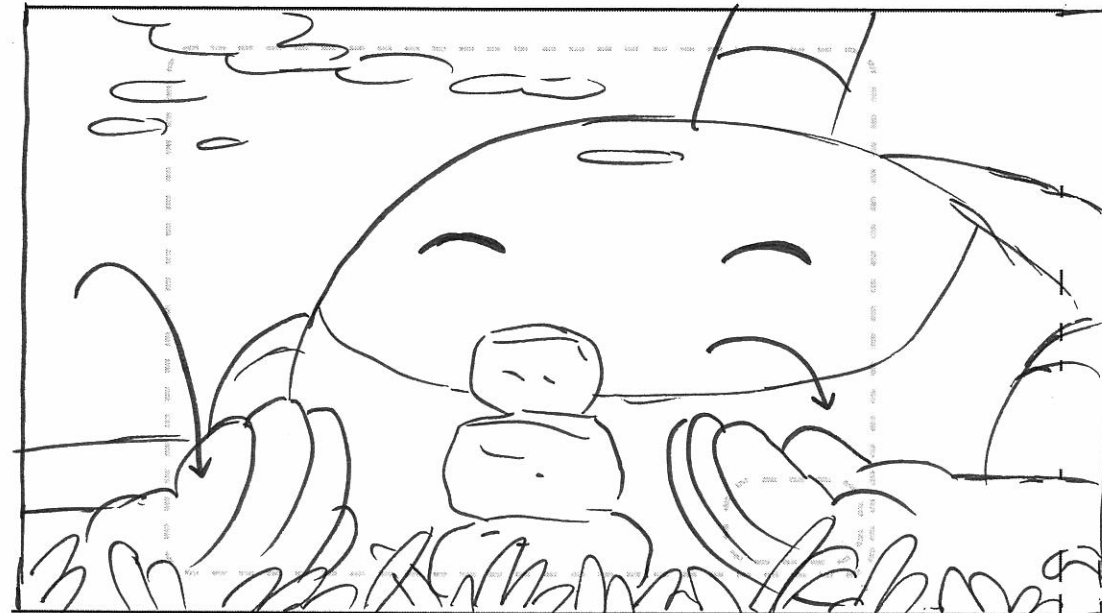


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Sc. 32 Pnl. I Bg. day night



Sc. 32 Pnl. J Bg. day night



Dialog:	→ or...
Action:	
Timing:	

EPISODE #

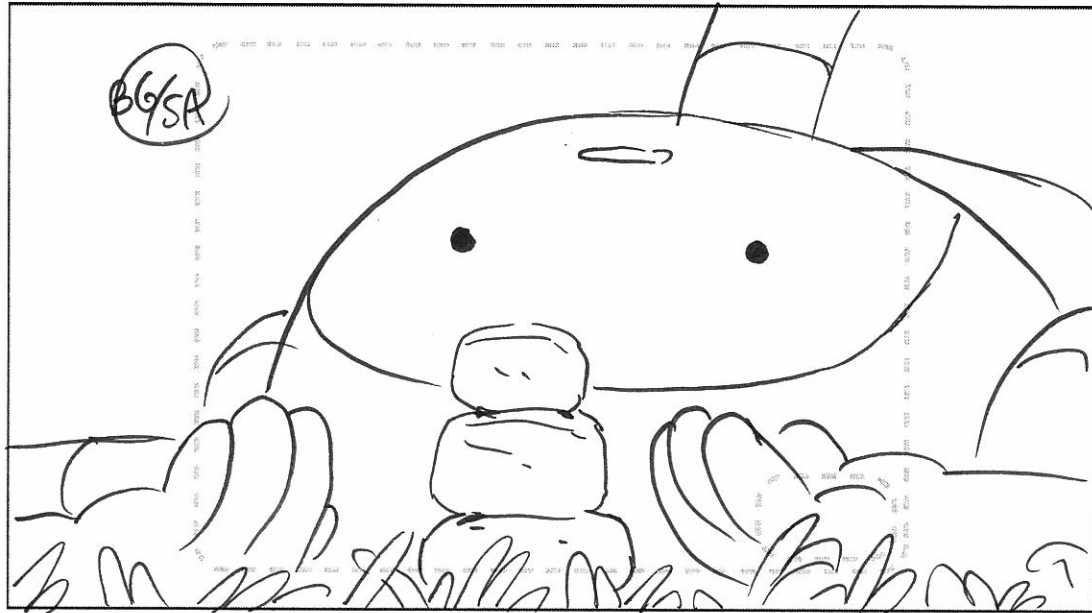
1025-168

Production :

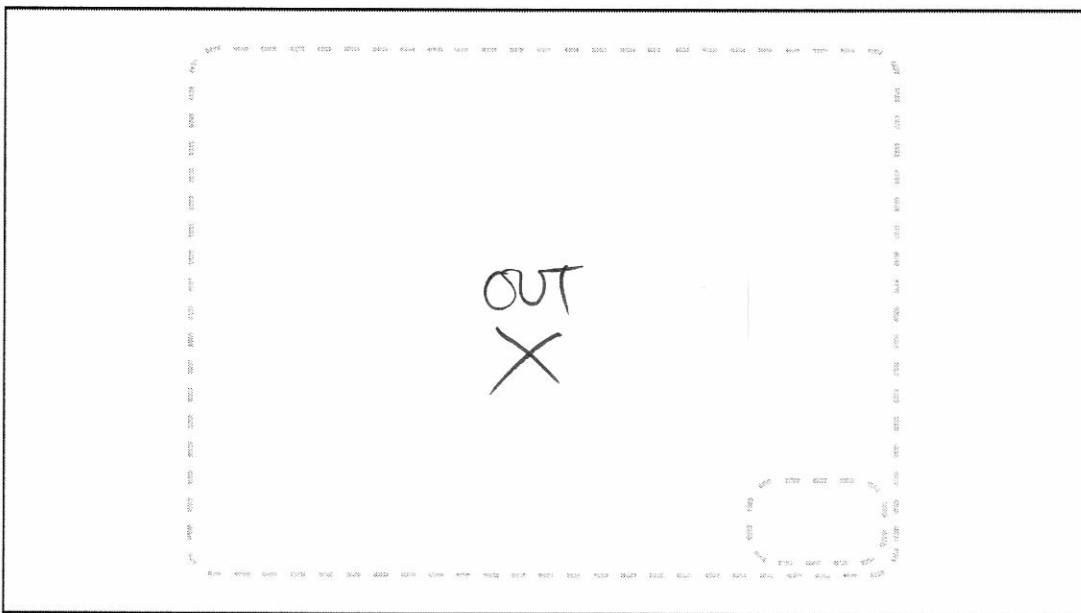
ADVENTURE TIME



Sc. 32 Pnl. K Bg. day night



Sc. Pnl. Bg. day night



Dialog:

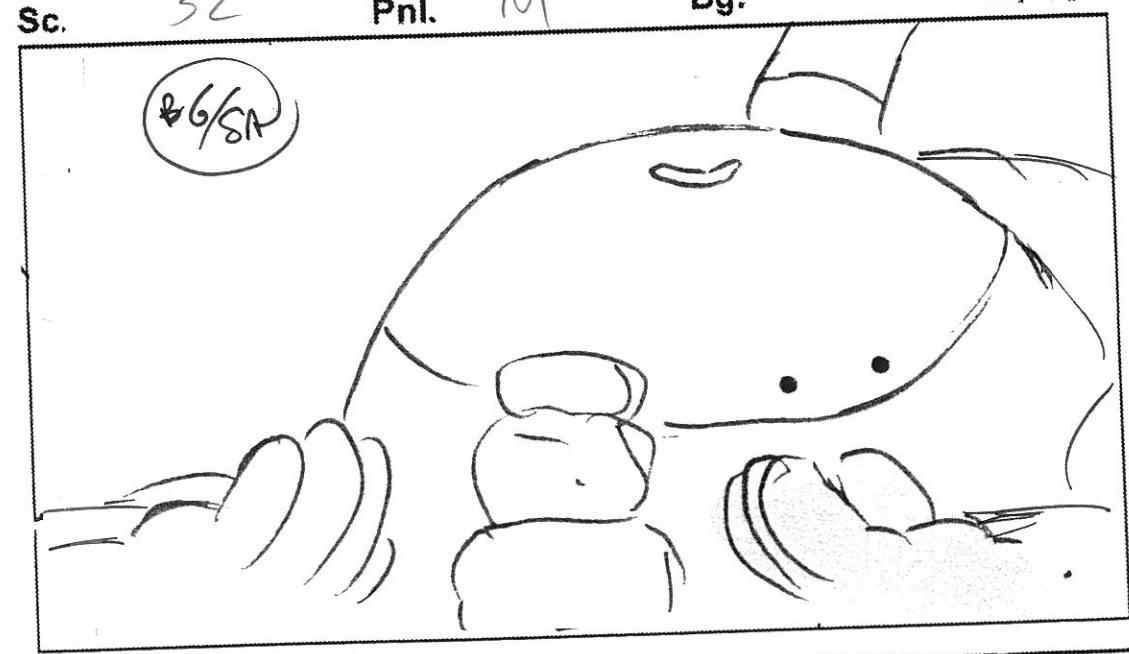
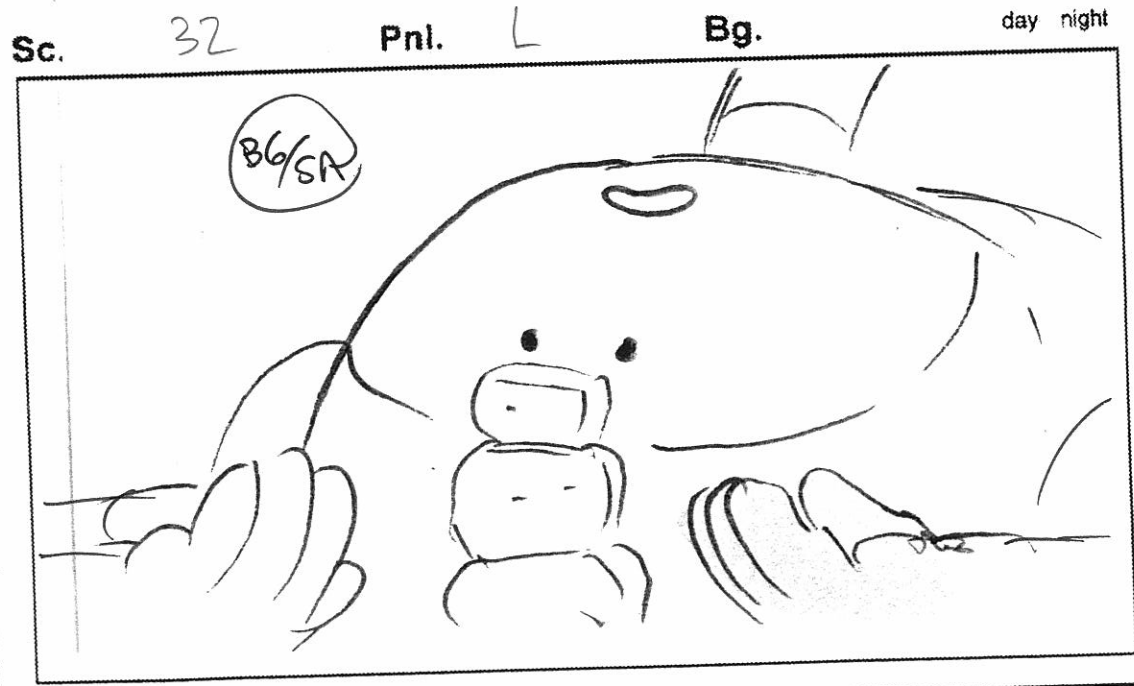
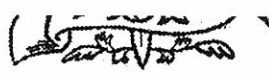
→ or...

Action:

Timing:

EPISODE # 1025-168

Production :



Dialog:

Action:

Timing:

EPISODE # 1025-168

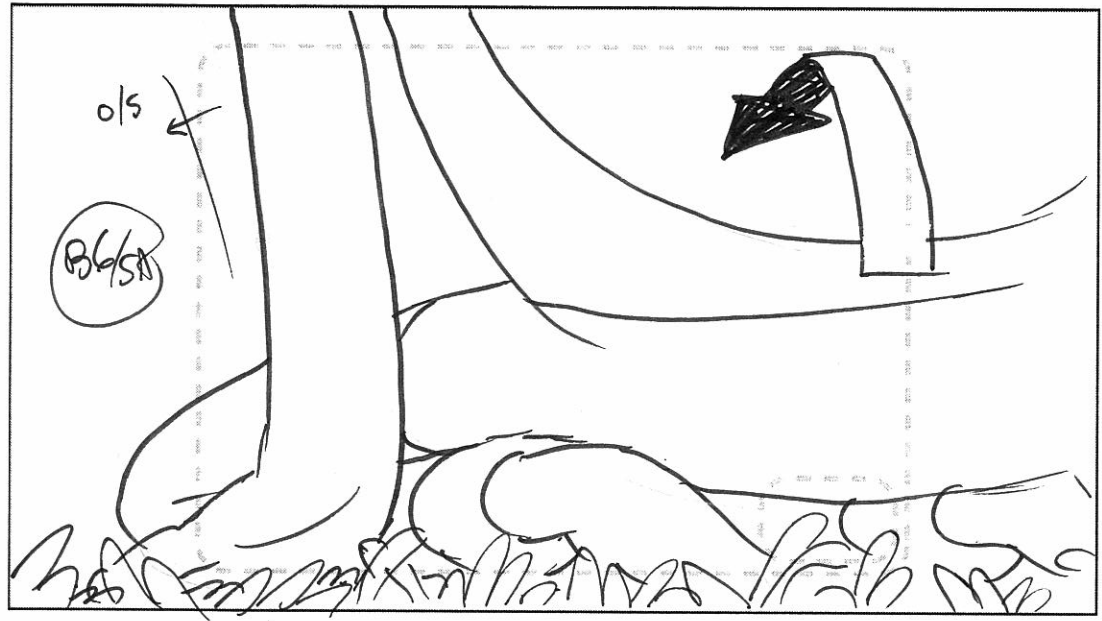
Production :

# ADVENTURE TIME

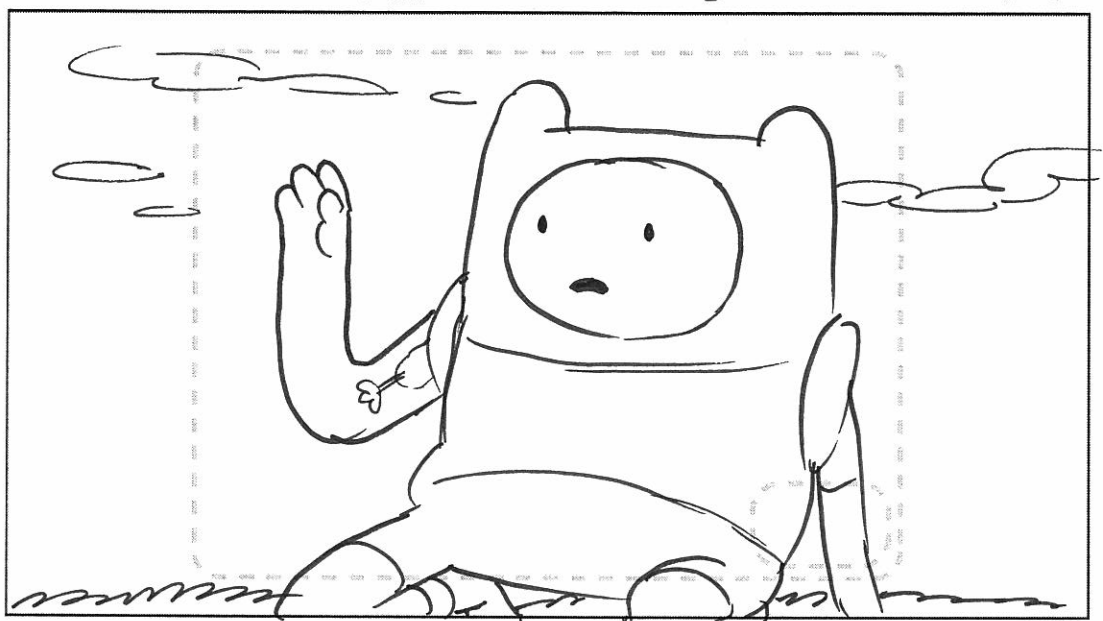


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Sc. 32 Pnl. N Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-168  
Production :

# ADVENTURE TIME



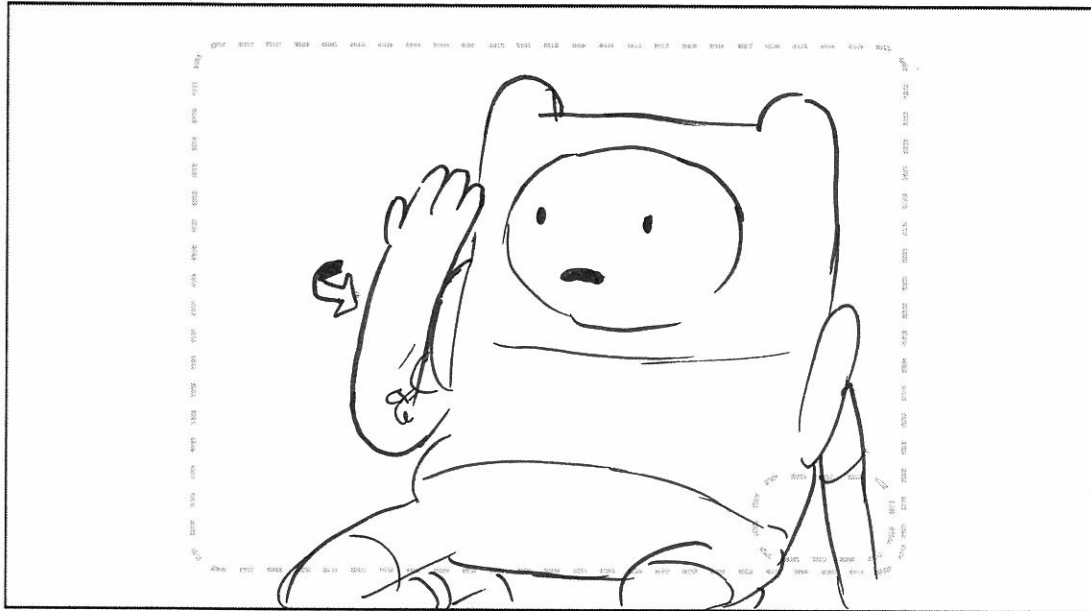
Page 59

Sc. 33

Pnl. B

Bg.

day night



Sc. 34

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

-Finn looks around,  
and sees he's  
alone.



EPISODE #

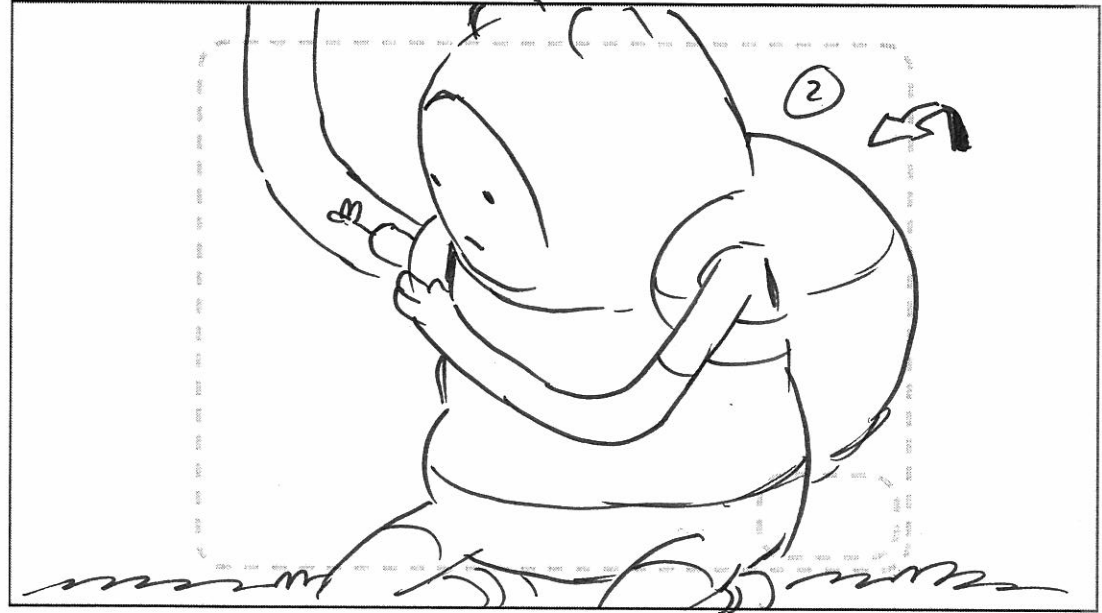
1025-168

# ADVENTURE TIME

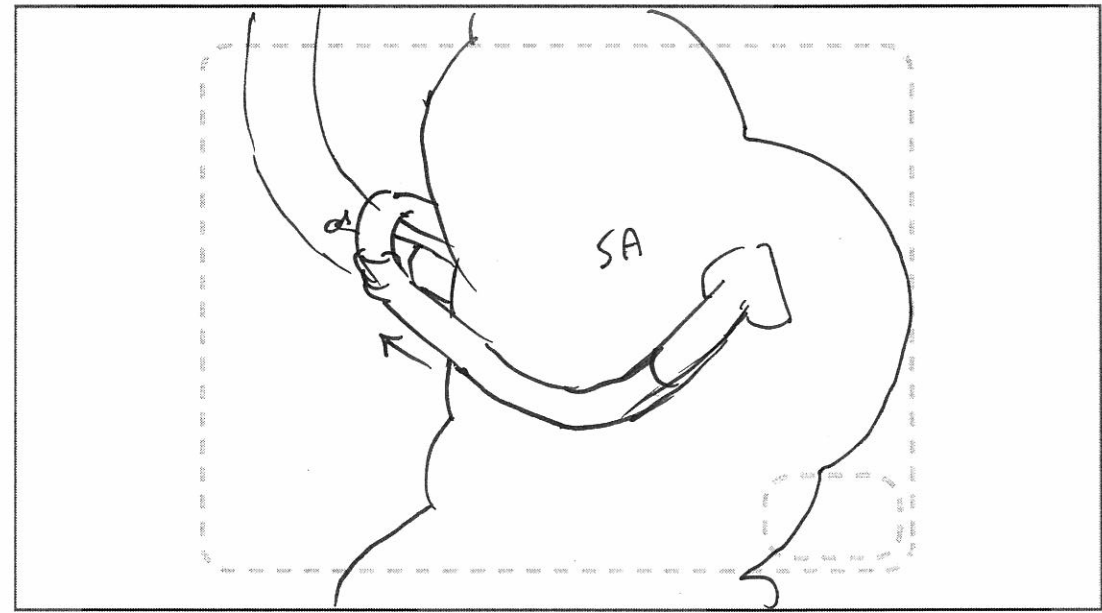


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Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	



- Finn pulls back his backpack strap

EPISODE #

1025-168

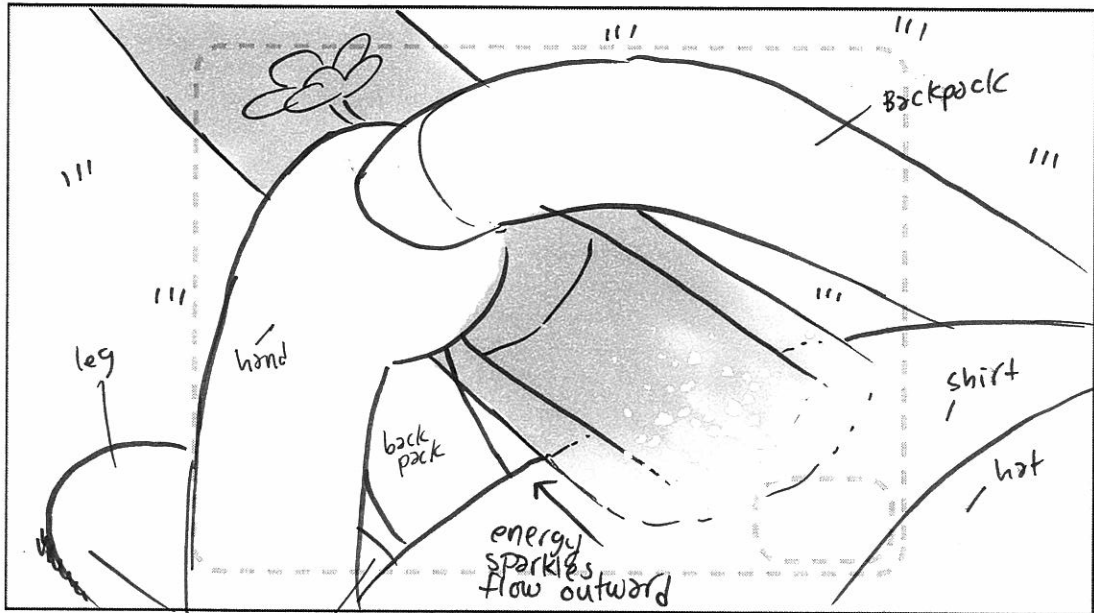
Production :

# ADVENTURE TIME

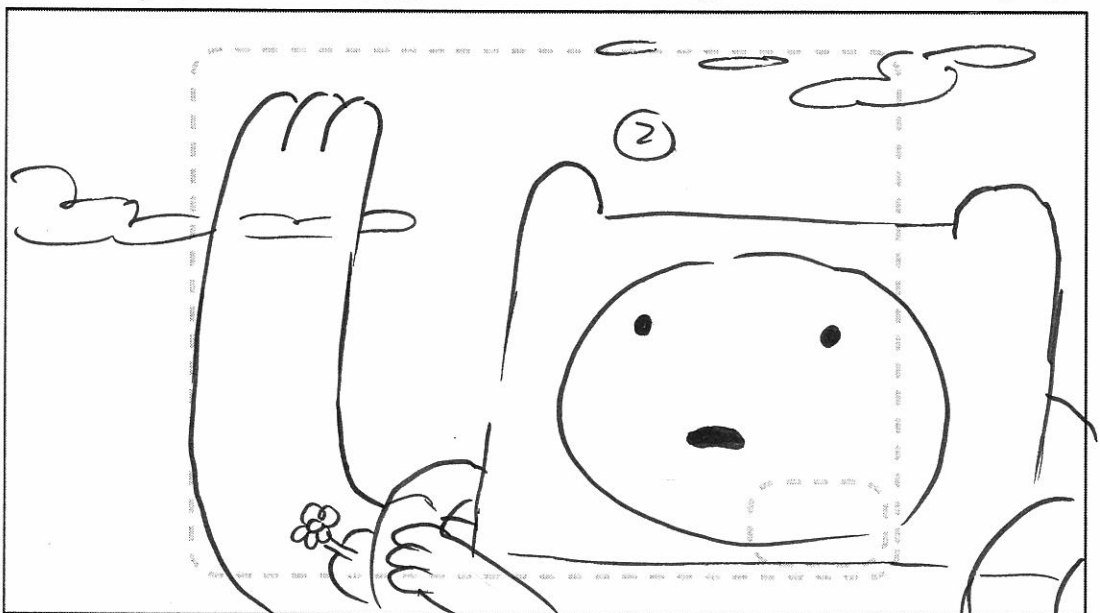


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Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

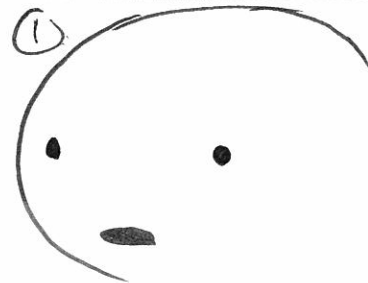
shorts

# (1) wow -  
(2) it's like a, like a, like a...

Action:

- Energy sparkles emanate from Finn's body.

Timing:



EPISODE #

1025-168

Production :

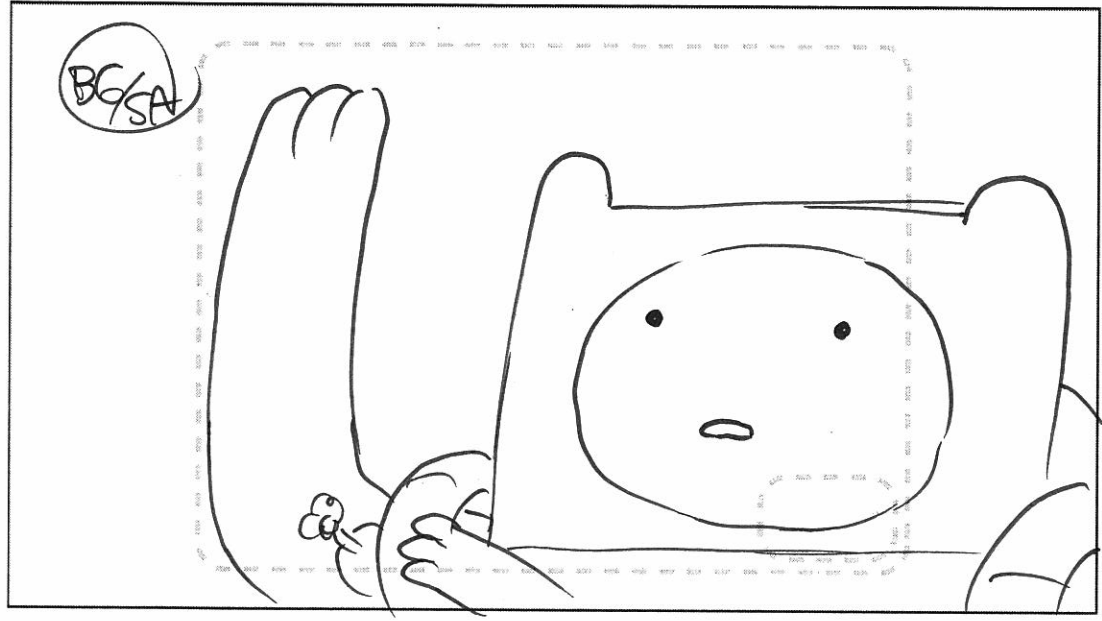


# ADVENTURE TIME

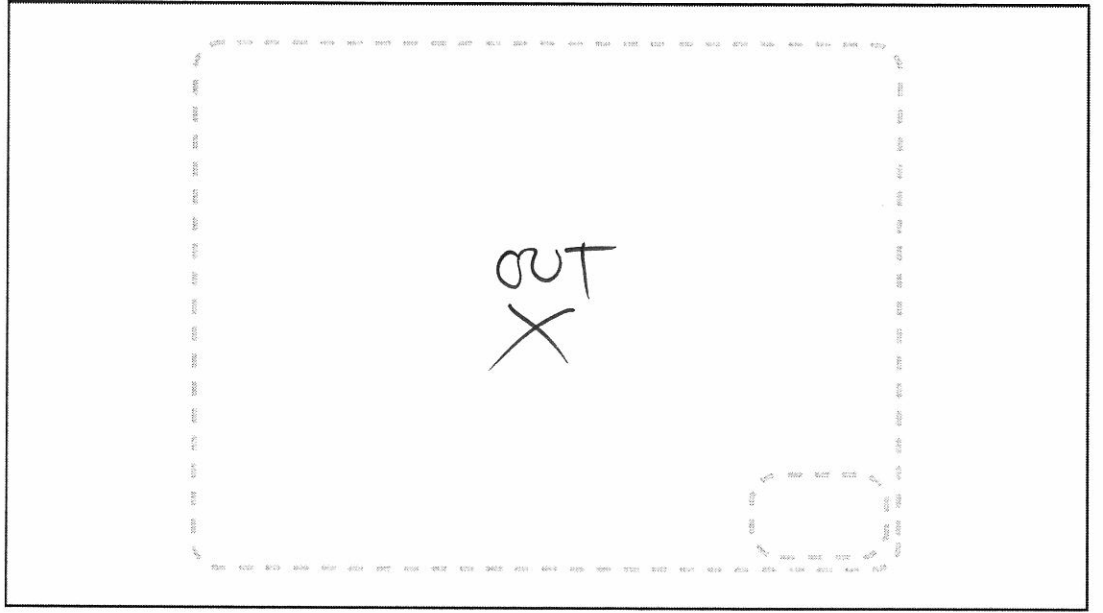


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Sc. 37 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(F:) → like a magic Finn arm.
Action:	
Timing:	

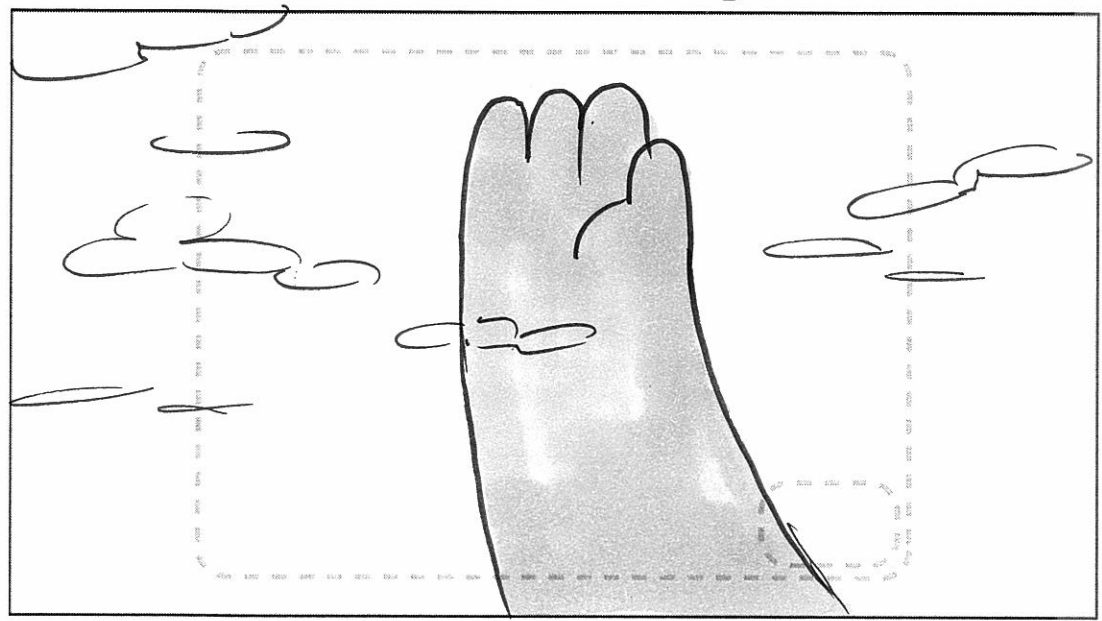
EPISODE #  
1025-168

Production :

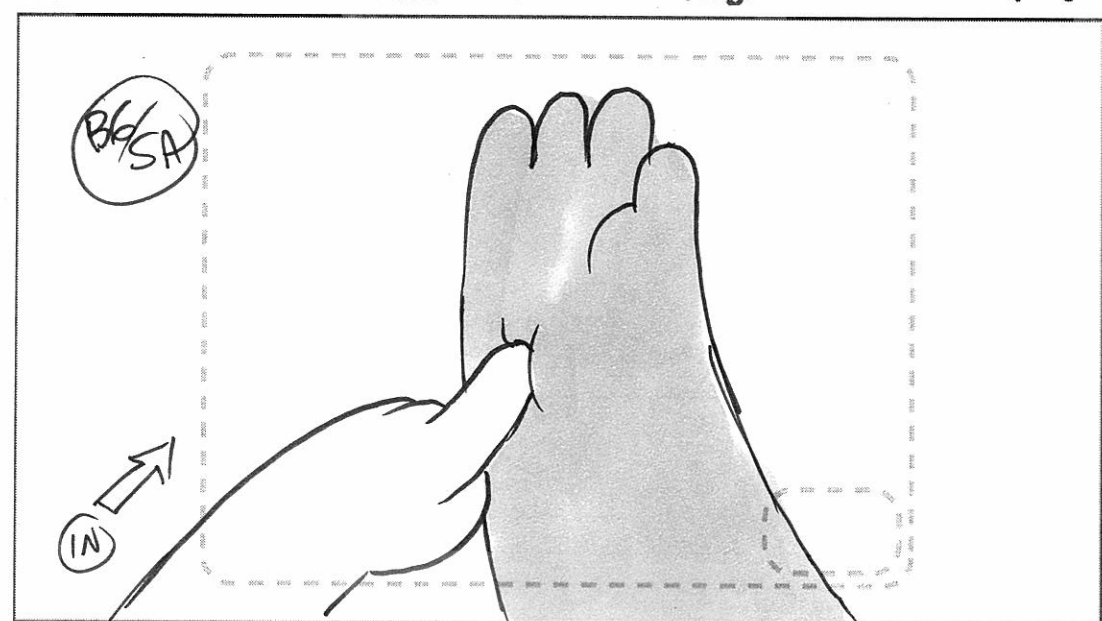
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 38 Pnl. B Bg. day night



Dialog:
Action:
Timing:

EPISODE #

Production :

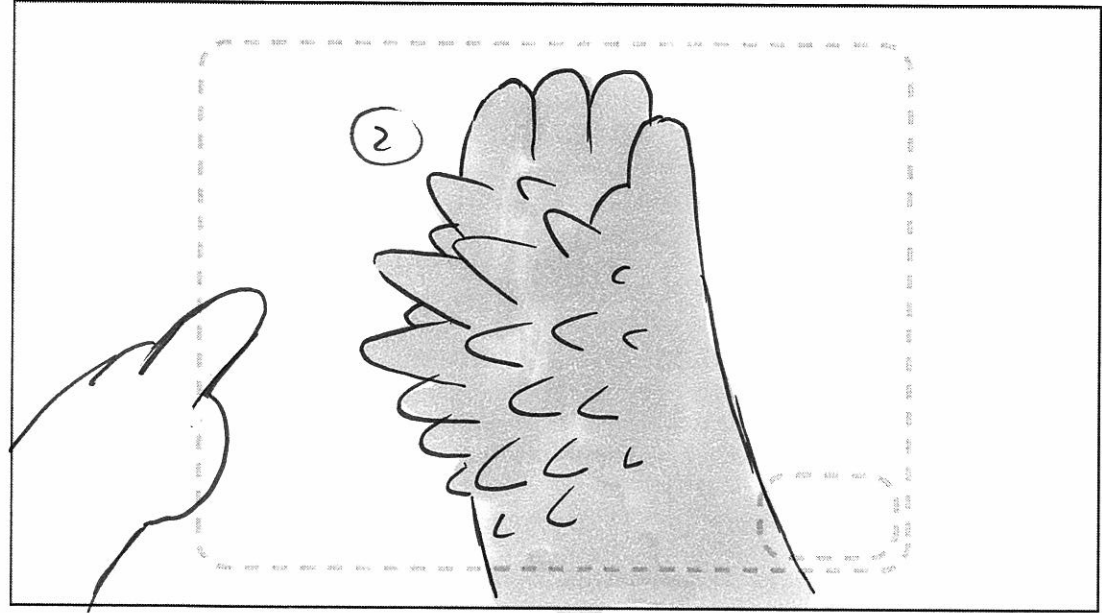
1025-168

# ADVENTURE TIME

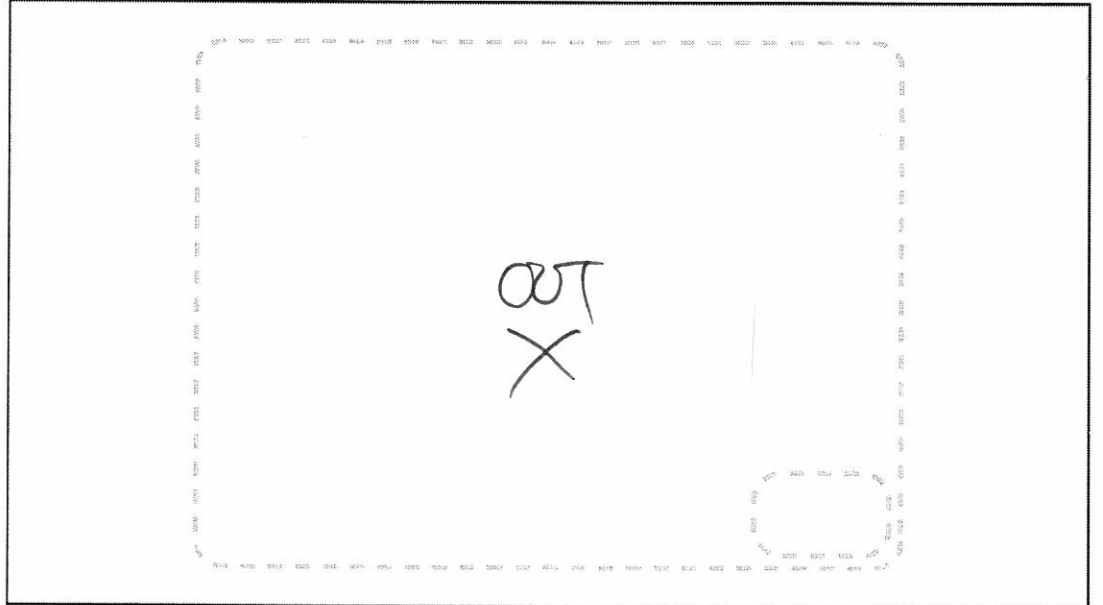


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Sc. 38 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p>		
<p>Action: - Spikes emerge slightly staggered, centered around spot Finn touched.</p>		<p>← spikes should be rubbery - lots of overshoot</p>
<p>Timing:</p>		

EPISODE # 1025-168

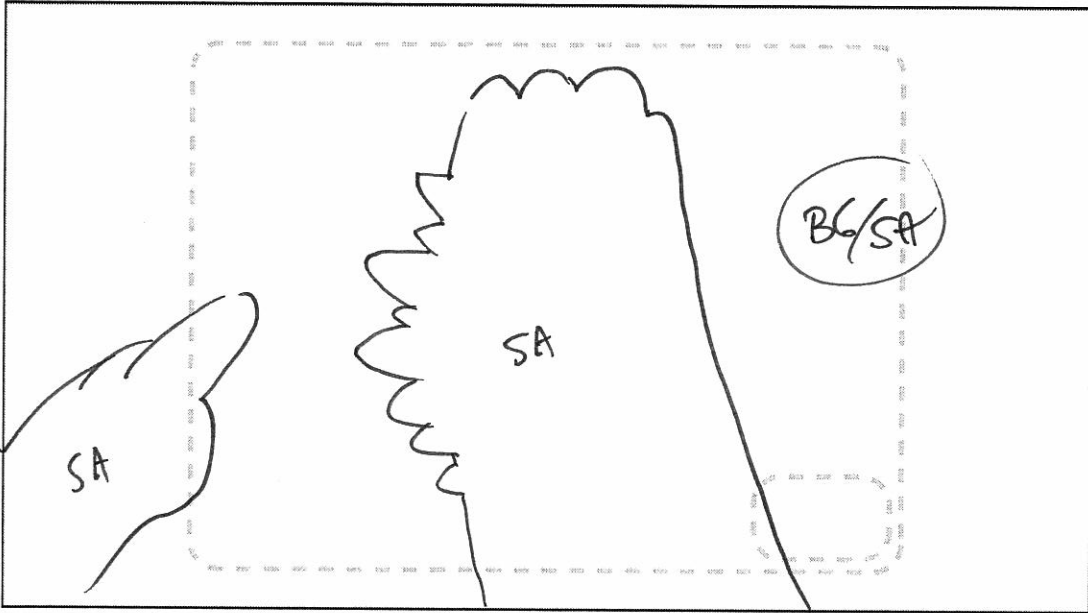
Production :

# ADVENTURE TIME

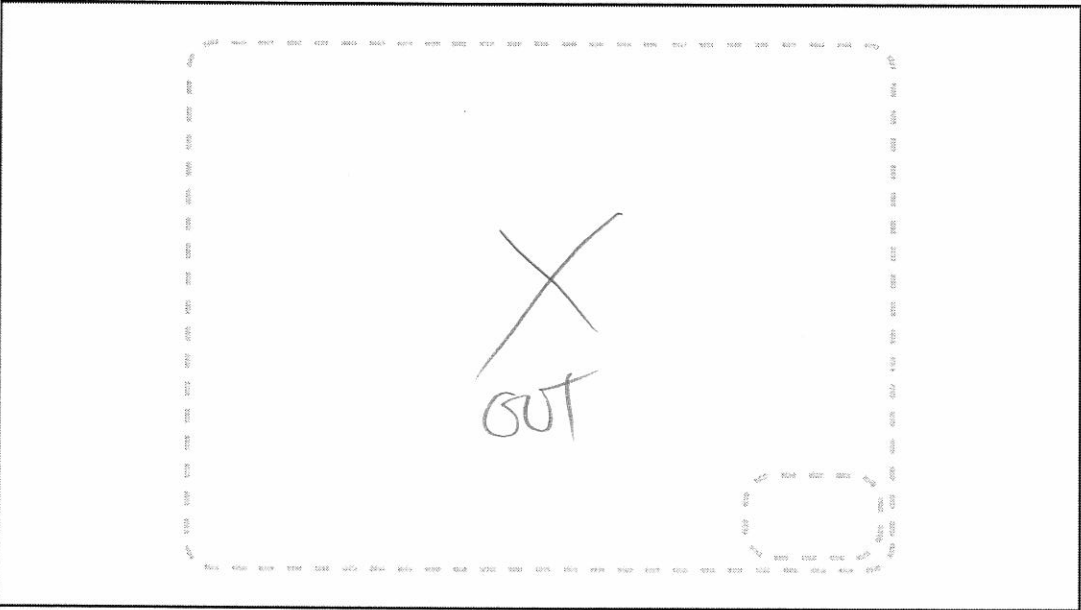


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Sc. 38 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:	BEAT
Action:	
Timing:	

EPISODE #

1025-168

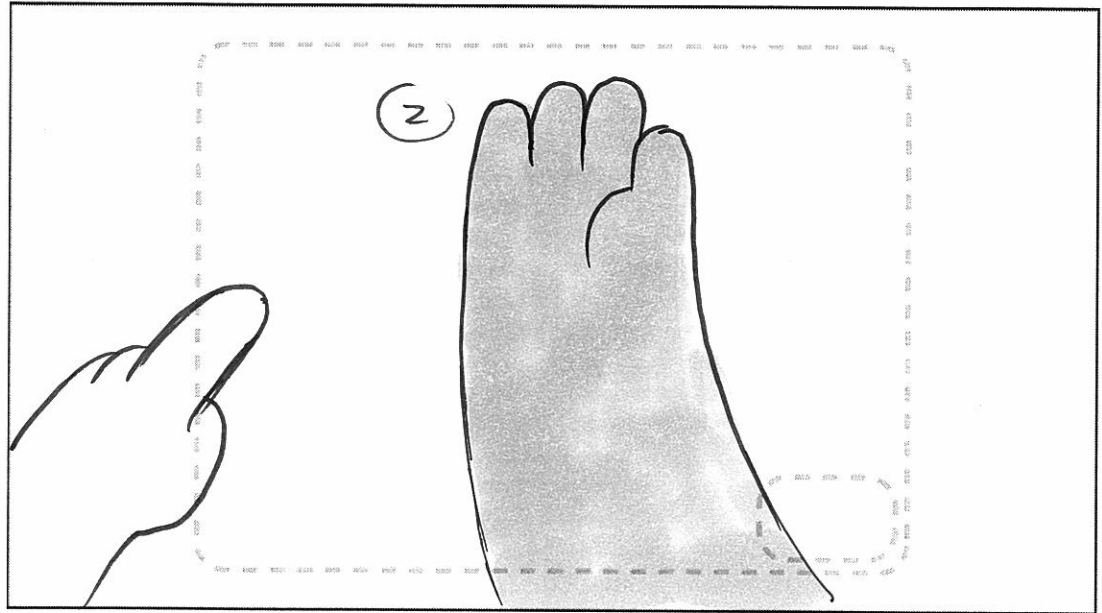
Production :

ADVENTURE TIME

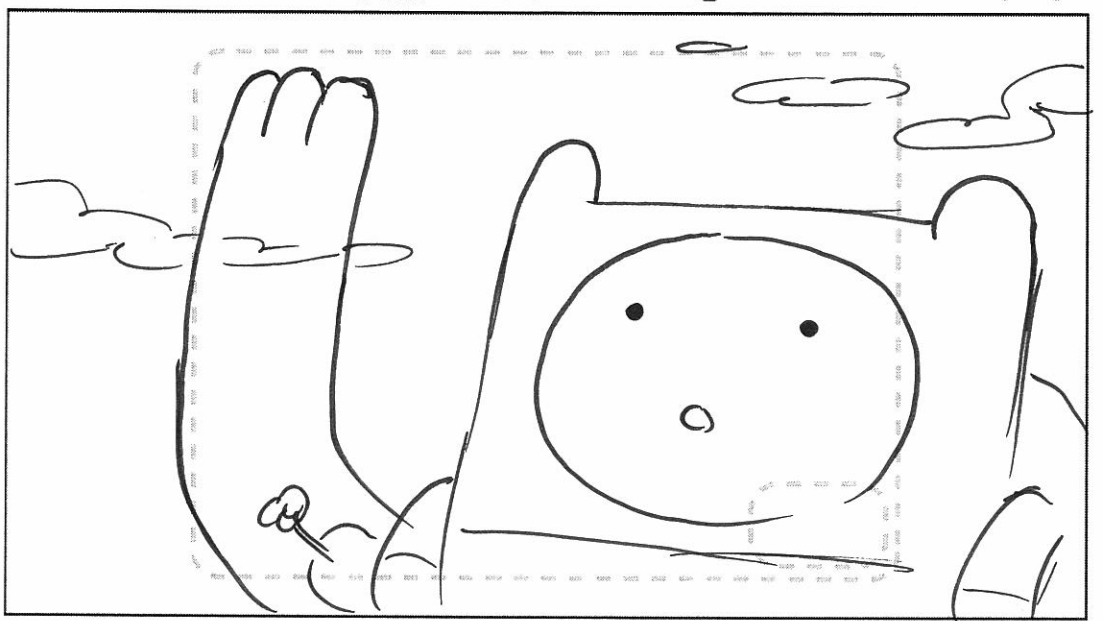


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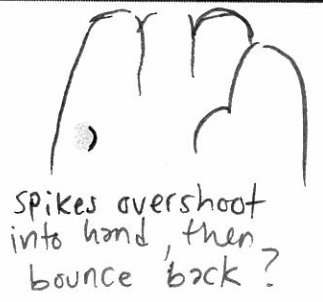
Sc. 38 Pnl. E Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:	① Ooo - she's powerful...	
Action:	- Spikes retract.	
Timing:	spikes overshoot into hand, then bounce back?	



1025-168

EPISODE #

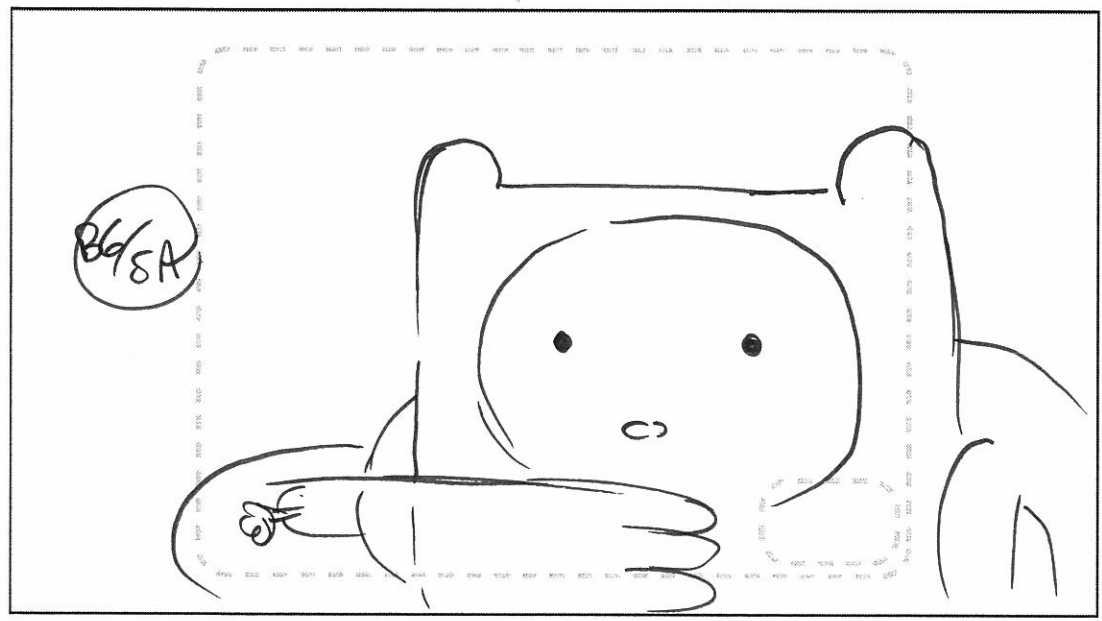
Production :

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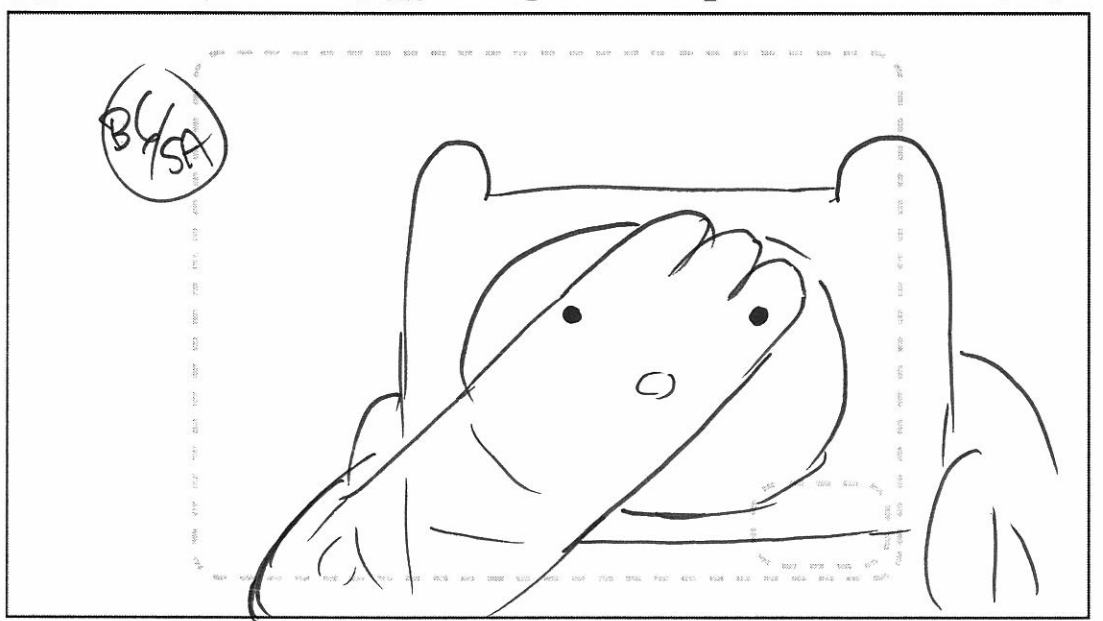
ADVENTURE TIME



Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:	(F.) You must've exploded the candy arm before, →	(F.) → and made the rock pile just now.
Action:		
Timing:		

EPISODE #

Production :

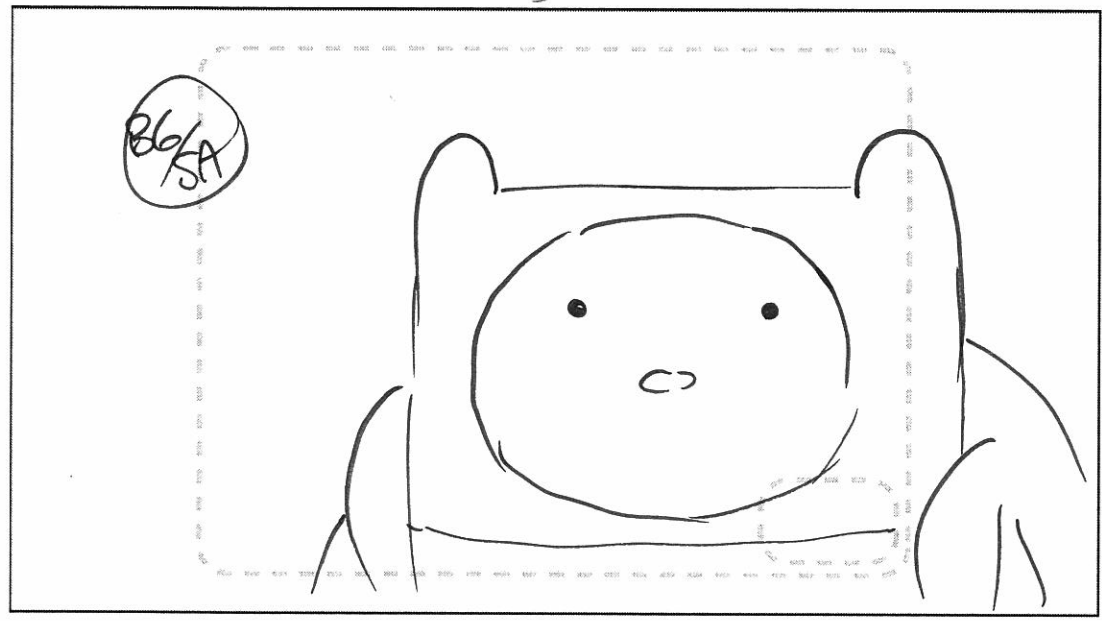
1025-168

ADVENTURE TIME

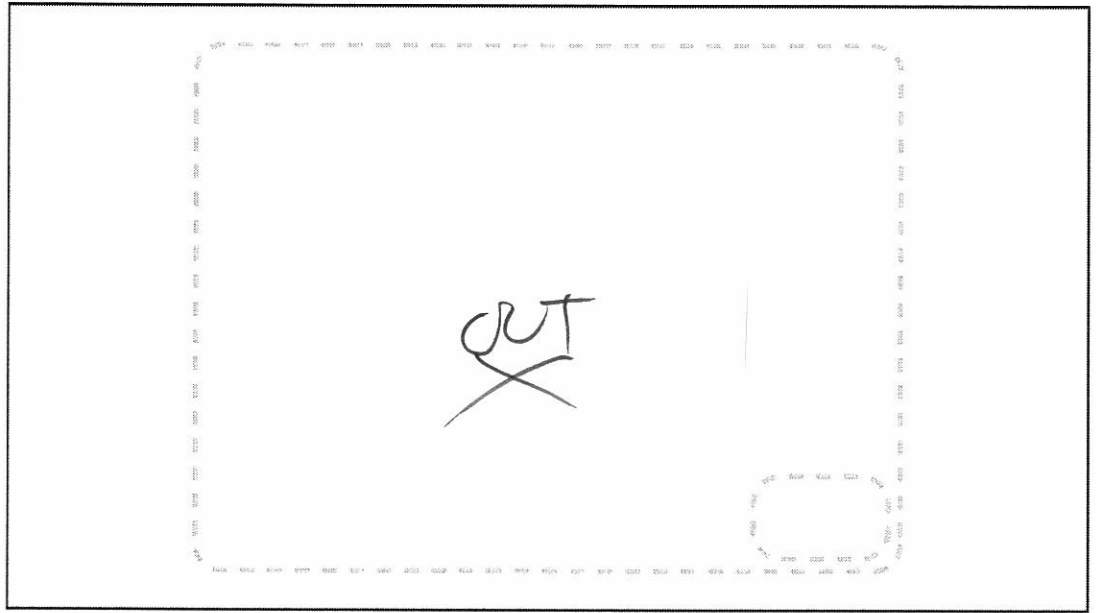


Page 63

Sc. 39 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog: (F:) It's almost like I'm trying to tell myself something... →

Action:

Timing:

EPISODE #

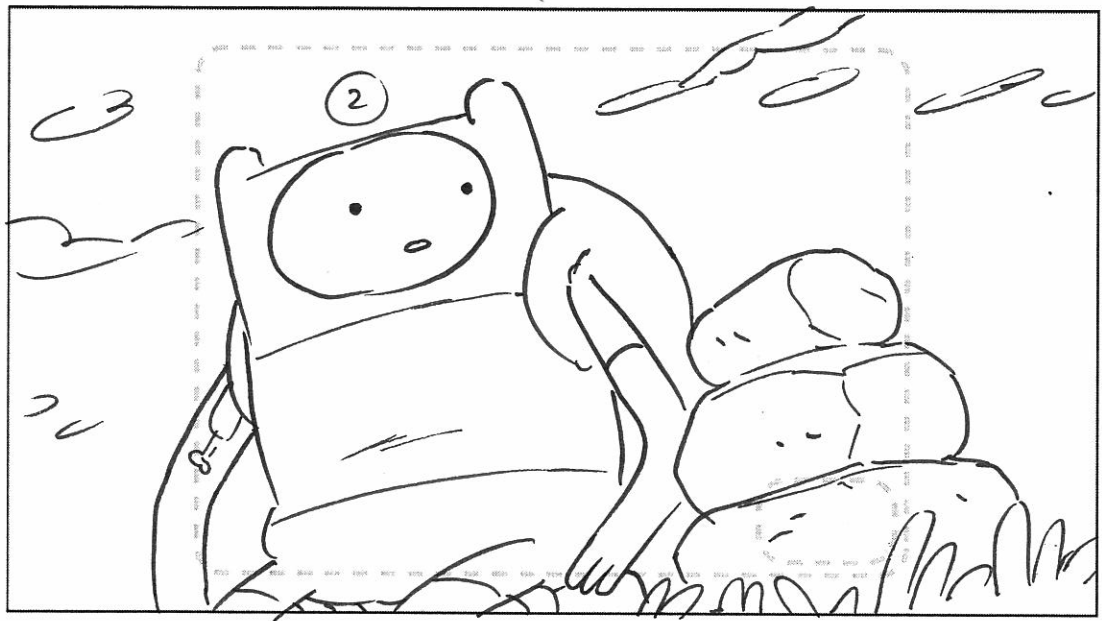
1025-168

Production :

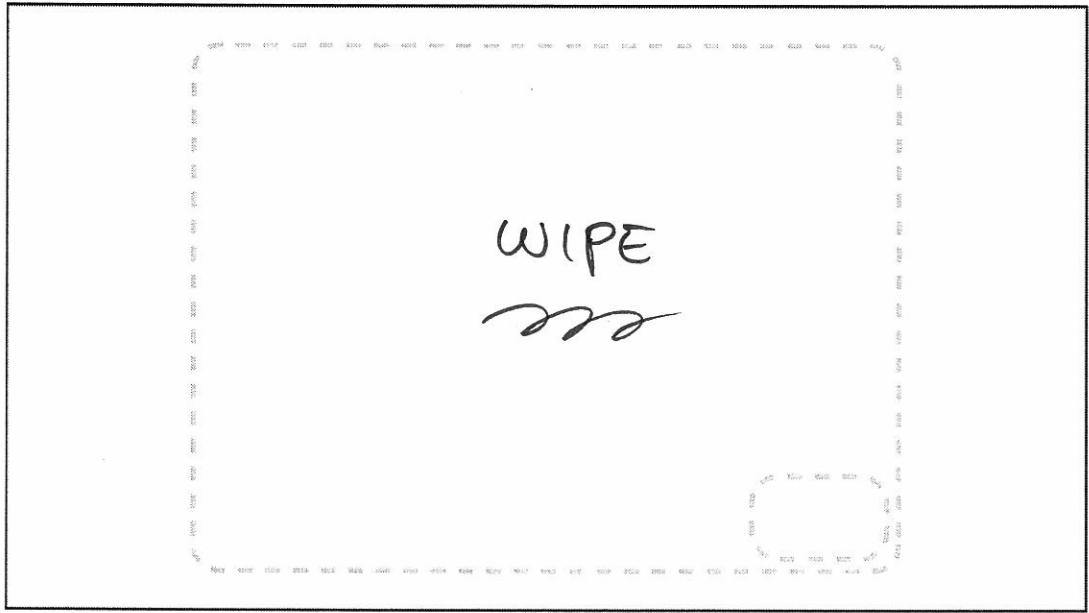
ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: F: ... like a message from my melon heart.

Action:

Timing:

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EPISODE #

1025-168

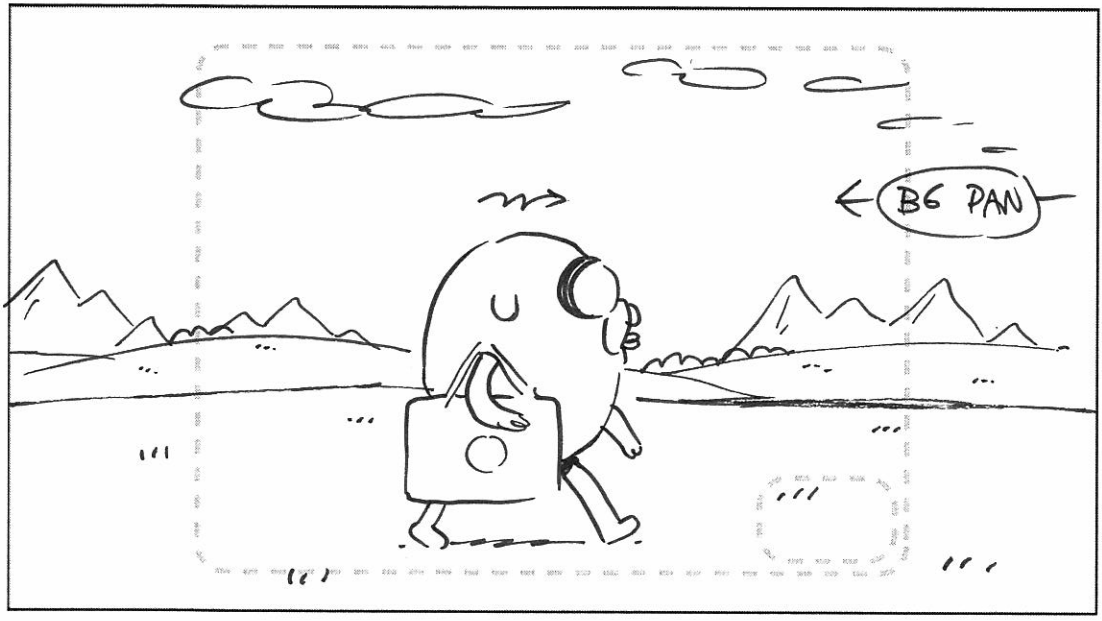
Production :



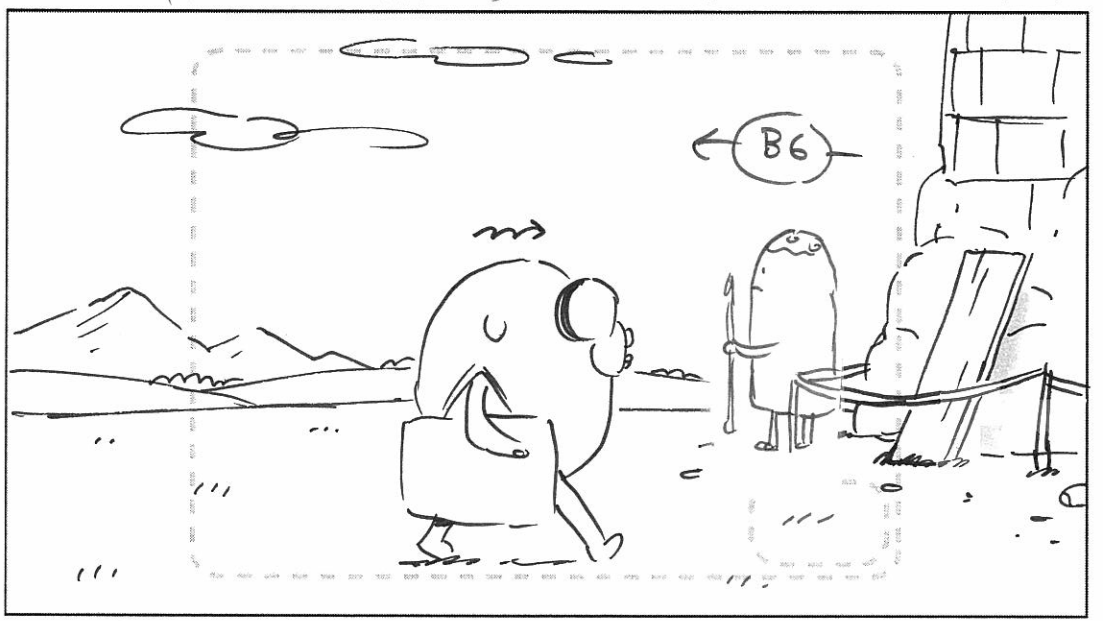
ADVENTURE TIME



Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog: J: \*humming tunelessly\*

Action:

Timing:

EPISODE #

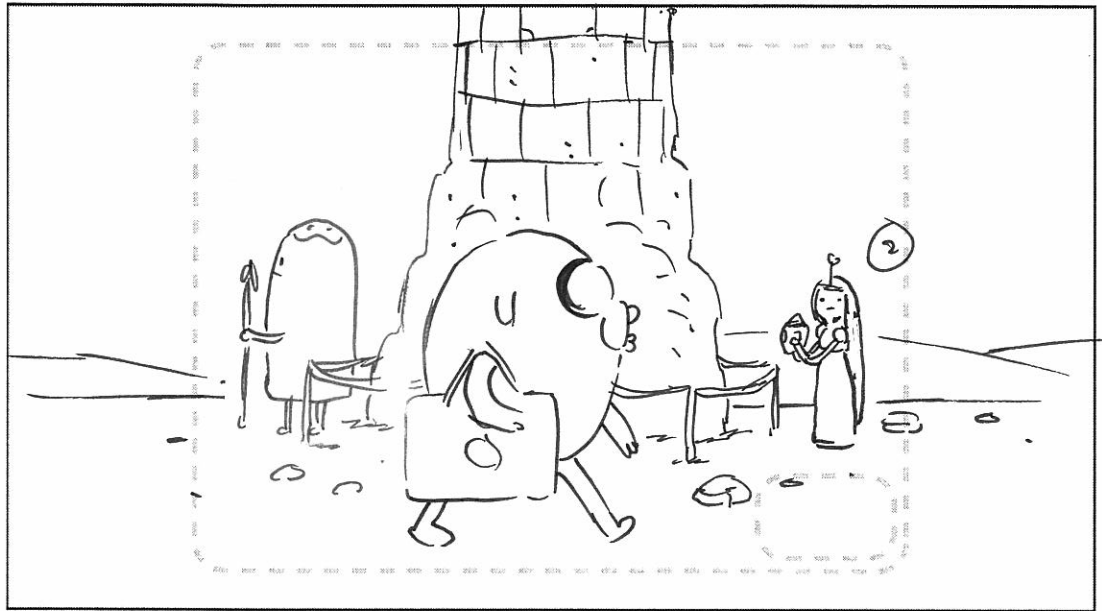
1025-168

Production :

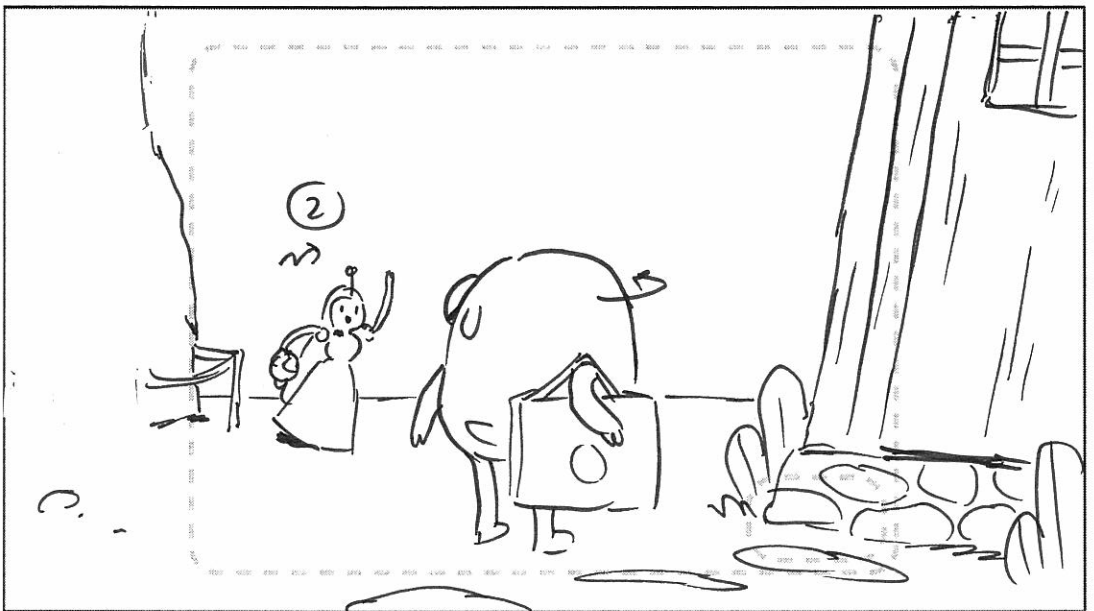
ADVENTURE TIME


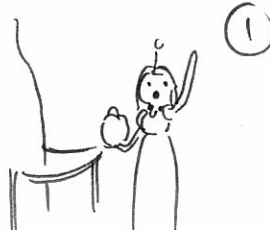


Sc. 41 Pnl. C Bg. day night



Sc. 41 Pnl. D Bg. day night



Dialog:	(PB) ① Jake! Jake!	
Action:		
Timing:		

EPISODE #

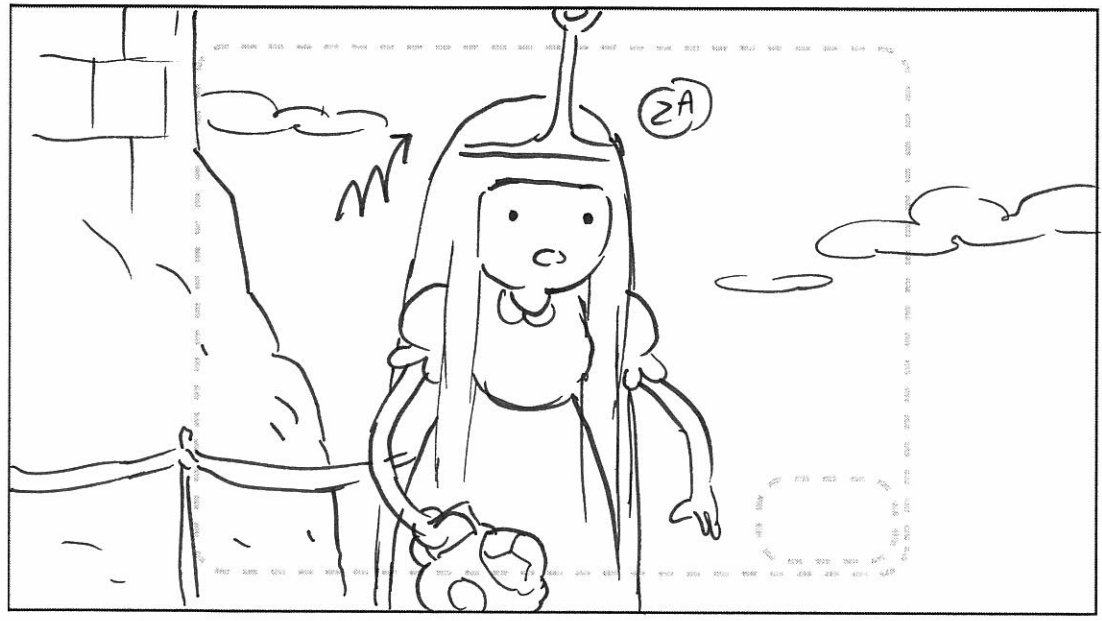
1025-168

Production :

ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night

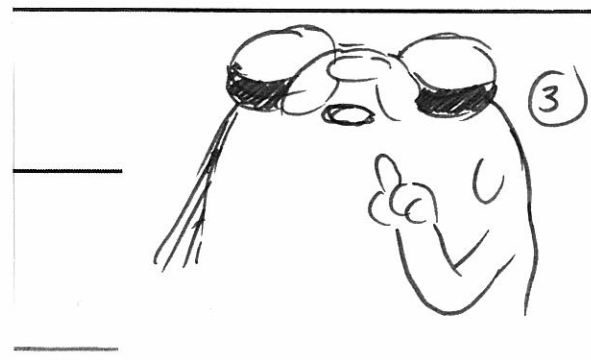
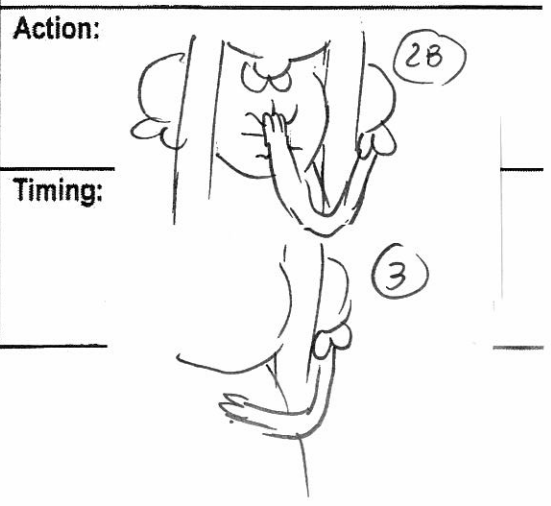


Sc. 43 Pnl. A Bg. day night



Dialog: (PB) (2A) Oh - (2B) \*GASP\* (3) I'm so glad you're here.

(J) Afternoon Princess!  
(3) What's that you're building?



EPISODE #

Production :

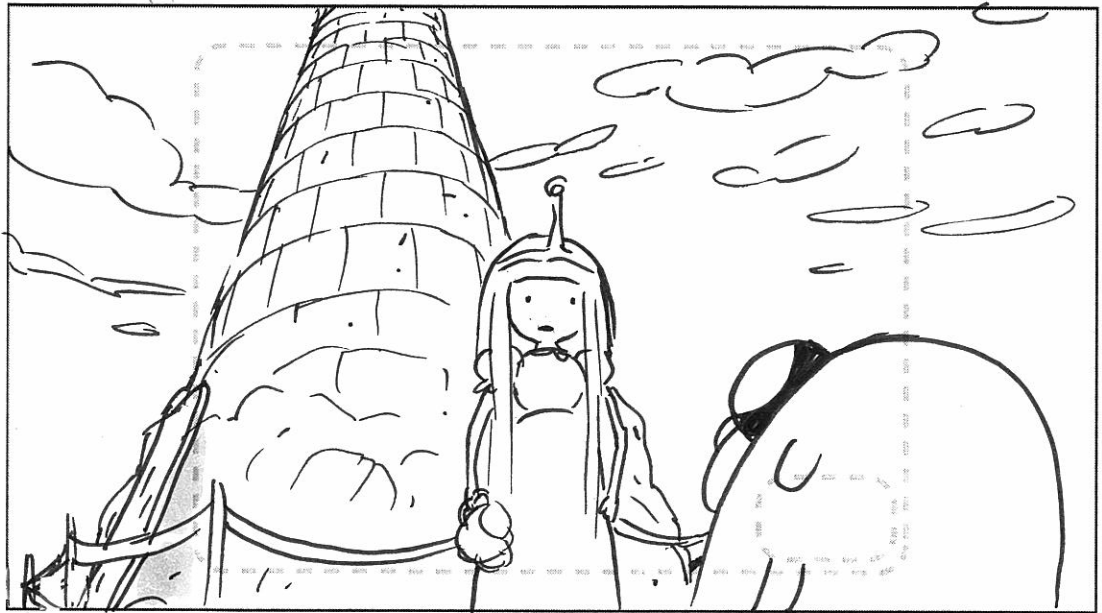
1025-168

66

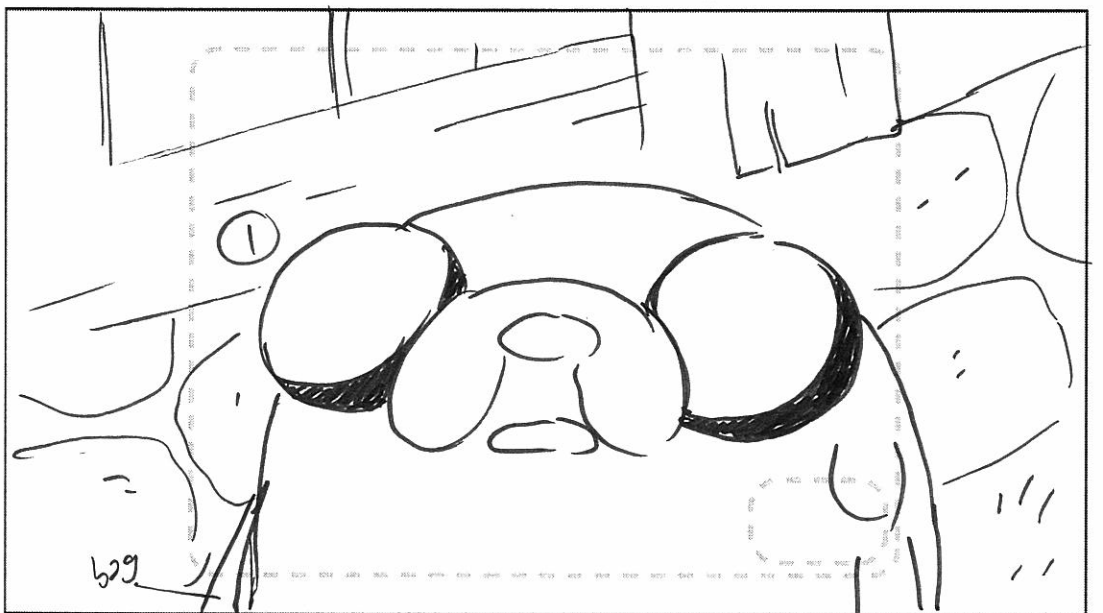
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog:	(PB) Wait... you don't know?	(5) (1) III... (2) might?
Action:		
Timing:		



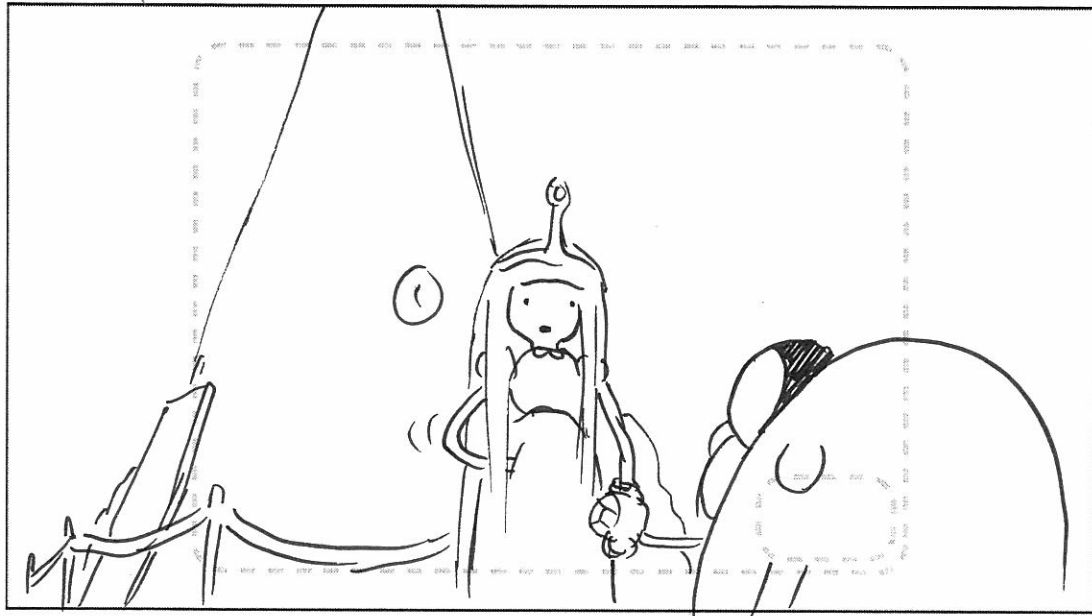
EPISODE # 1025-168

Production :

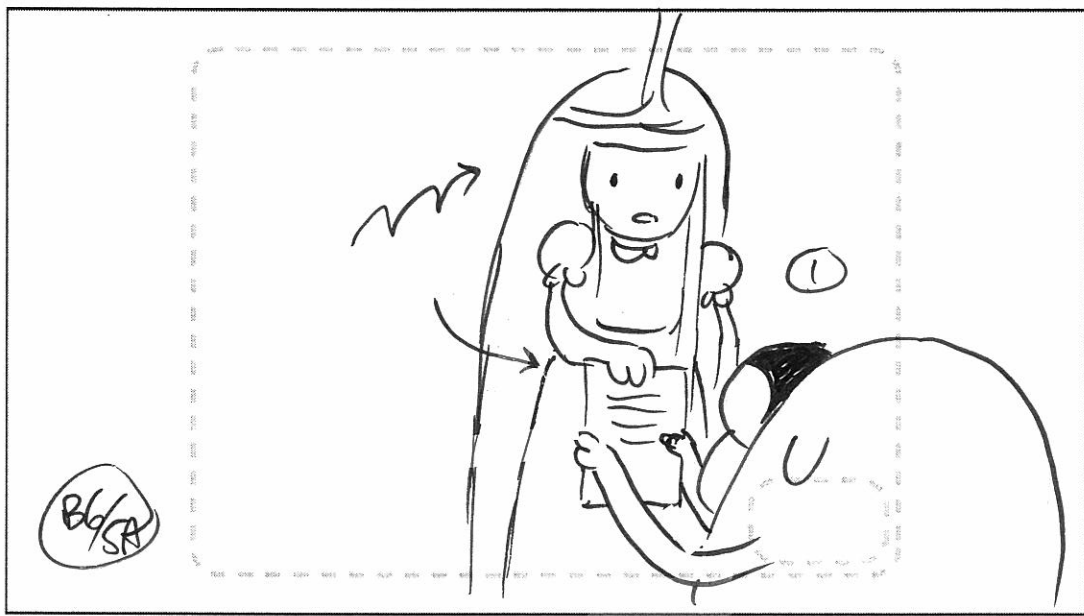
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night





Sc. 46 Pnl. B Bg. day night



Dialog: (PB) Here look, → (PB) it was taped to the tower.

Action:

Timing:



EPISODE # 1025-168

Production :

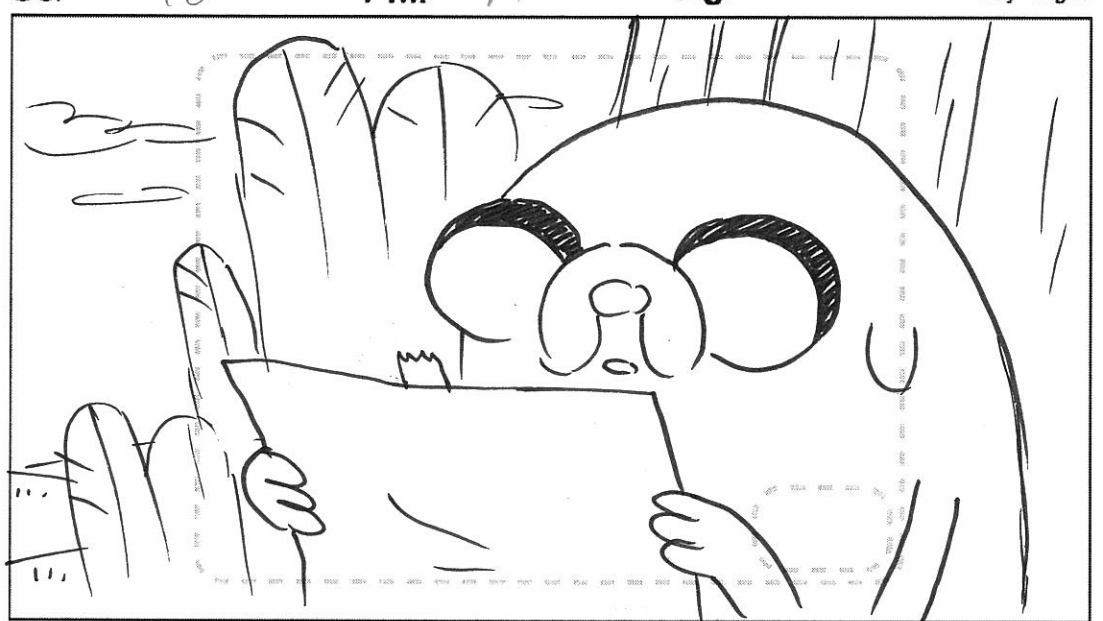
ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog: (J) (reading fast to self:) Jake I'm going to space to punch my dad and steal his arm back soon Finn. —→

Action:

Timing:

EPISODE #

1025-168

69

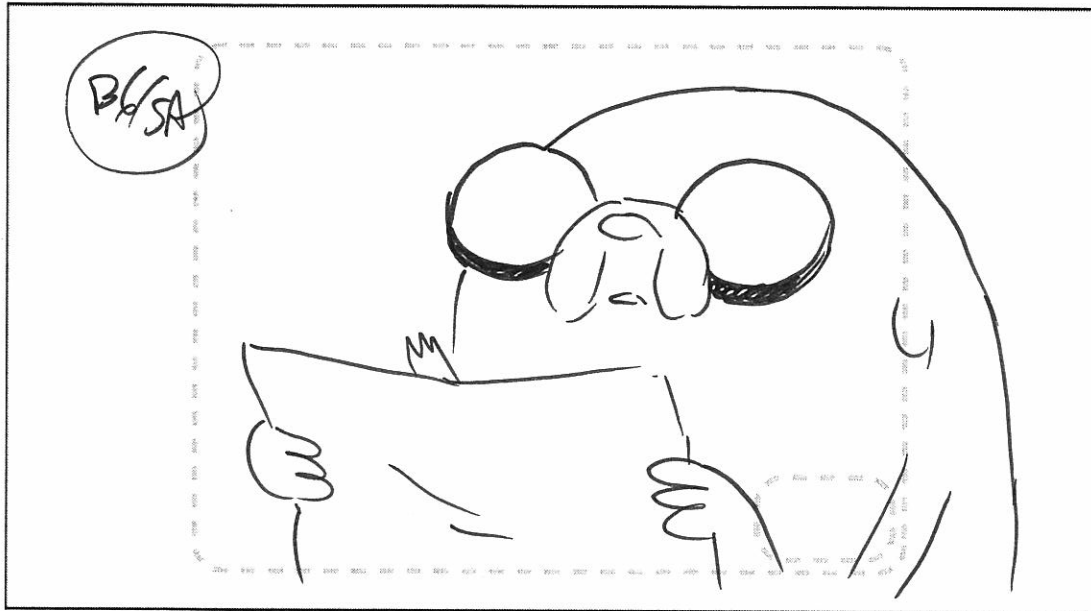
Production :

# ADVENTURE TIME

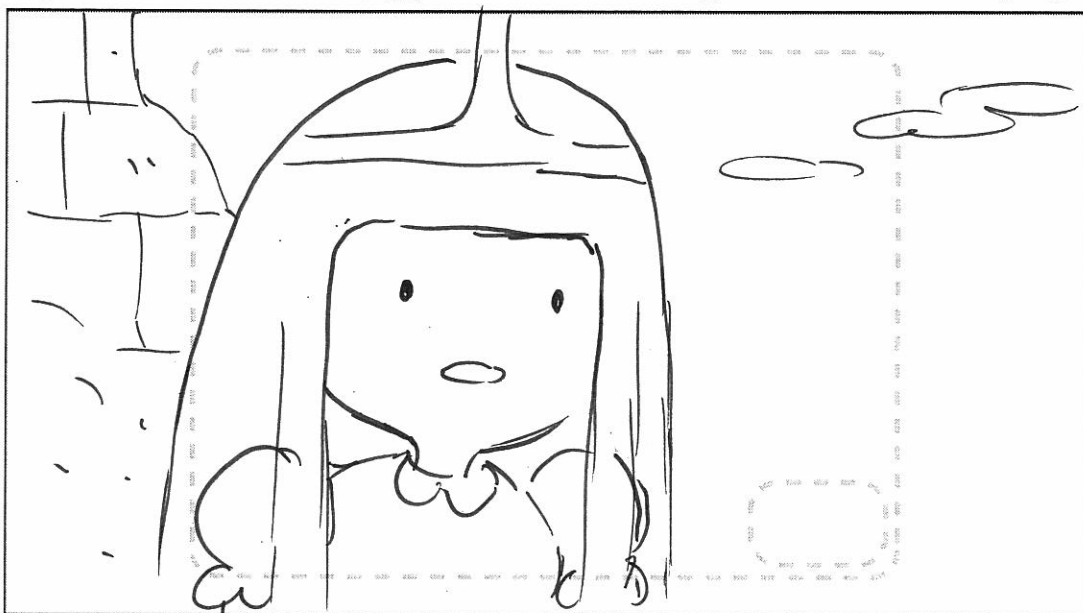


Page 71

Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:

PB OS: Yeah.

PB My biggest powerometer, back at the castle, was flipping all the way out.

Action:

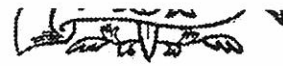
Timing:

EPISODE #

1025-168

Production :





Sc.	Pnl.	Bg.	day	night
<p>WIPE</p> <p>zzz</p>				

Sc.	Pnl.	Bg.	day	night
<p>X</p>				

Dialog:
Action:
Timing:

EPISODE #

1025-168

Production :

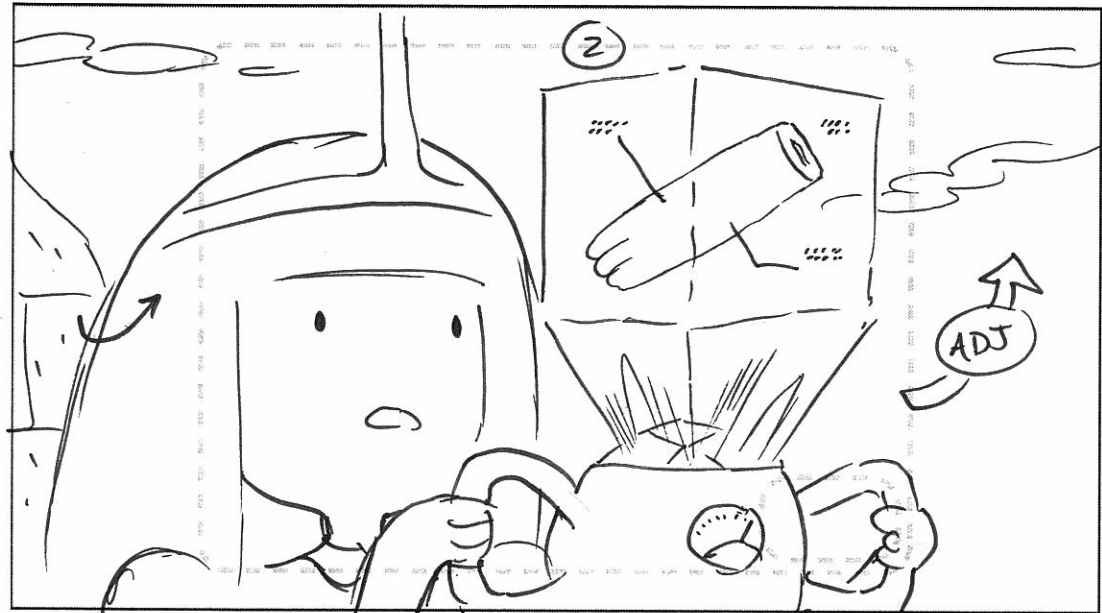
77

# ADVENTURE TIME

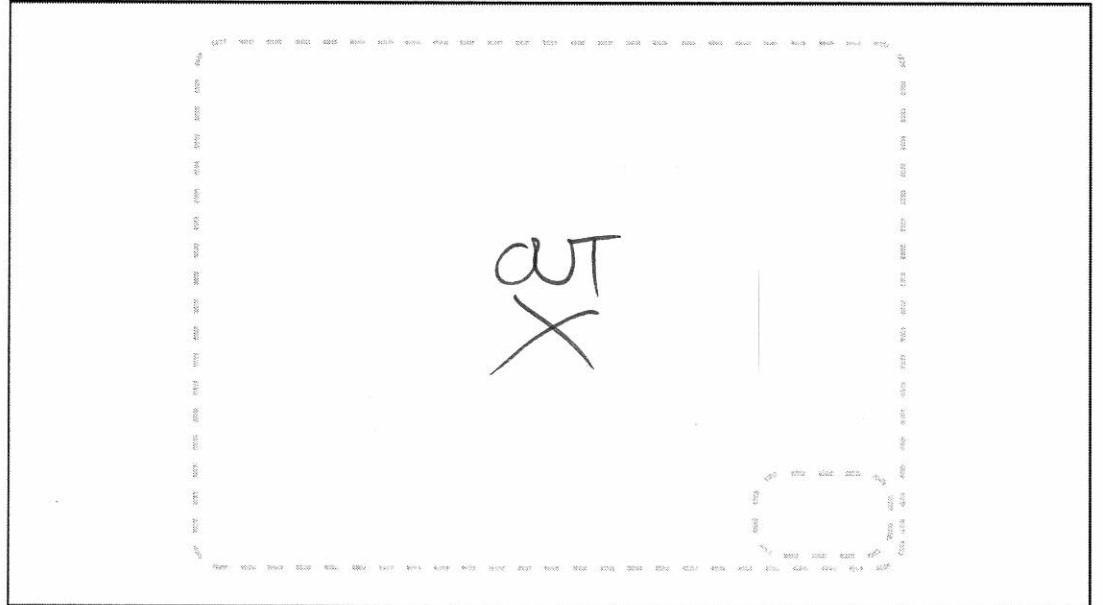


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Sc. 49 Pnl. B Bg. day night



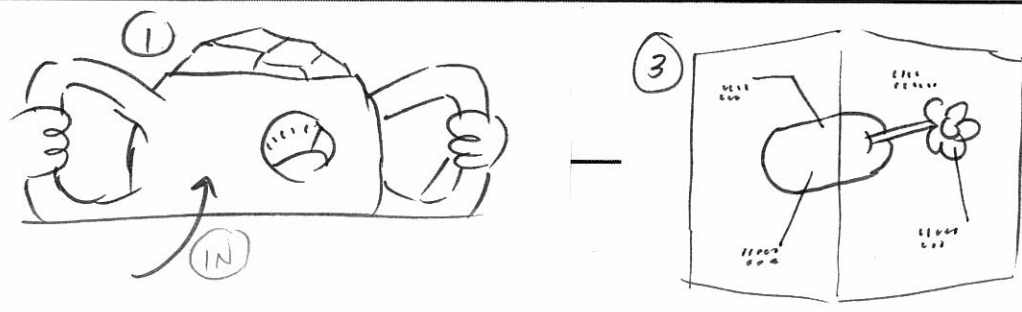
Sc. Pnl. Bg. day night



Dialog: (PB.) It looks like Finn's somehow manifested a sort of →

Action: - Powerometer projects hologram

Timing:



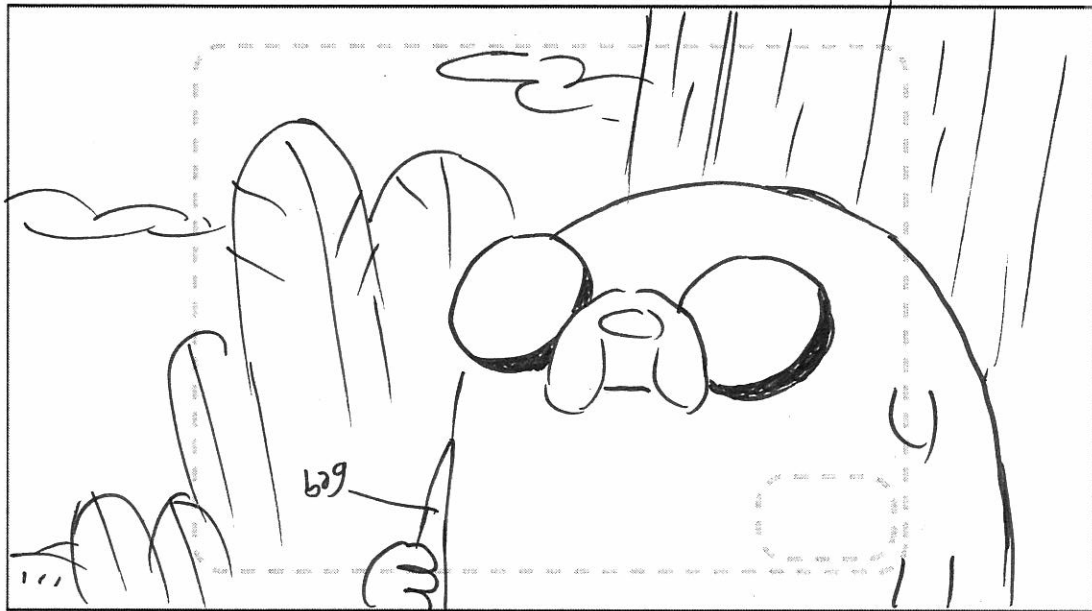
EPISODE # 1025-168

Production :

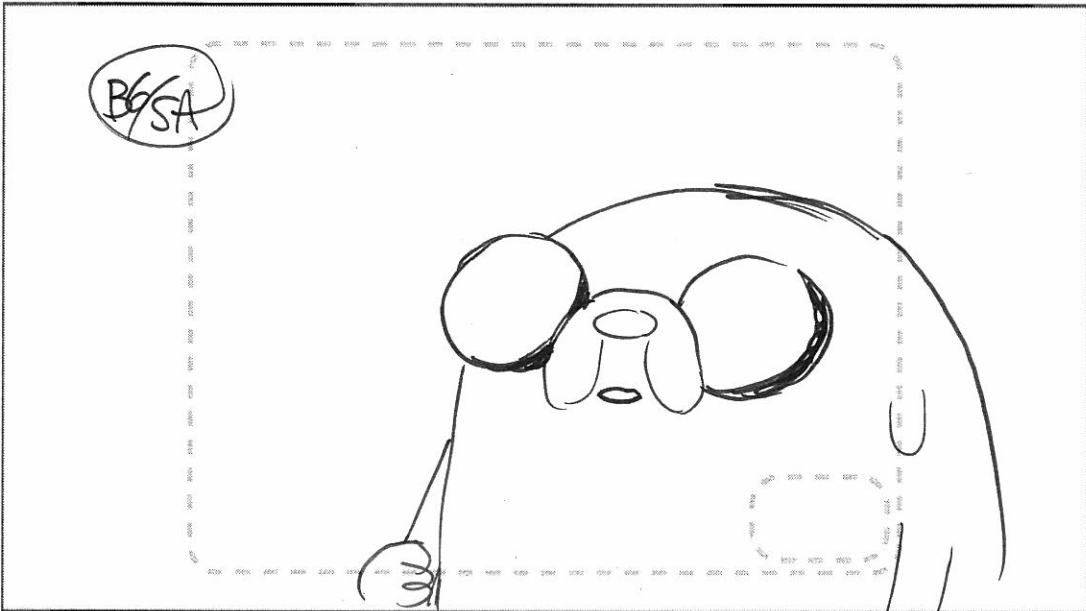
ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night



Dialog:	<p>(PB) (GS): telekinetic electroemotional prosthesis.</p> <p>(ALT): id-based semiautonomous electroemotional telekinetic prosthesis.</p>	<p>(J): word, word.</p>
Action:		
Timing:		

EPISODE #

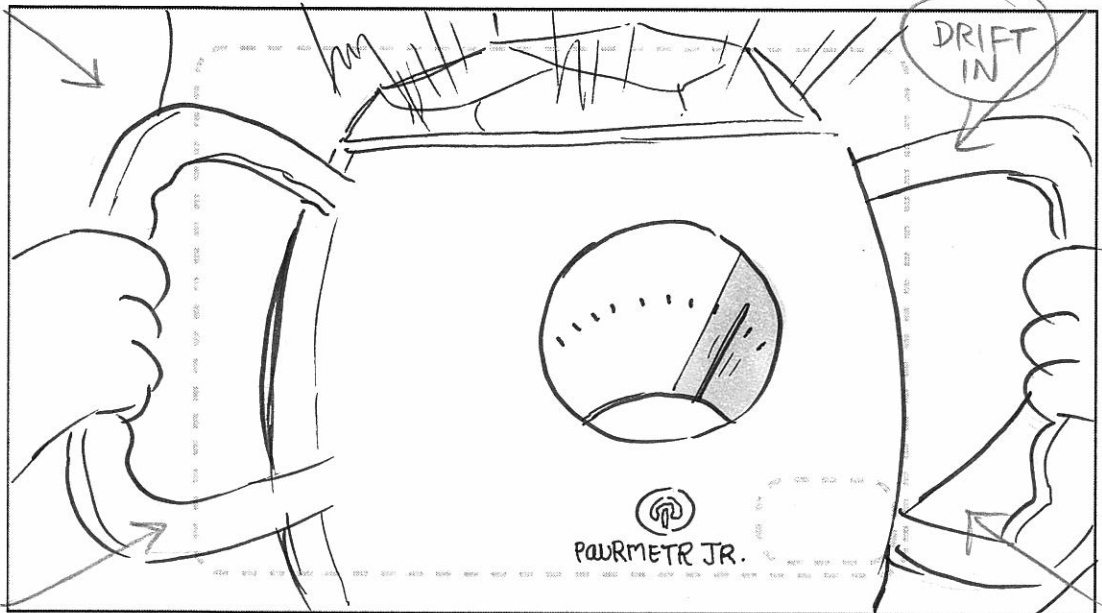
1025-168

Production :

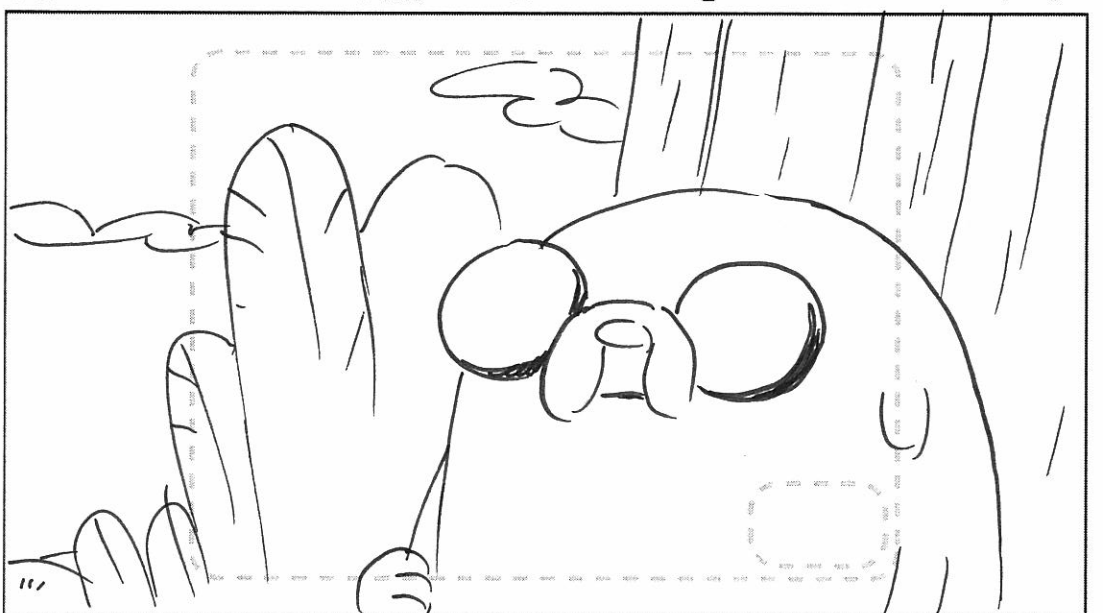
ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. ~~A~~ Bg. day night



Dialog:	(PB) (OS) (cont) → with this much raw power he could be a danger to himself or others, →	(PB) → So I've quarantined the area 'til I can coax him down.
Action:	- meter needle vibrates from the power - DRIFT IN on meter	
Timing:		

EPISODE #

1025-168

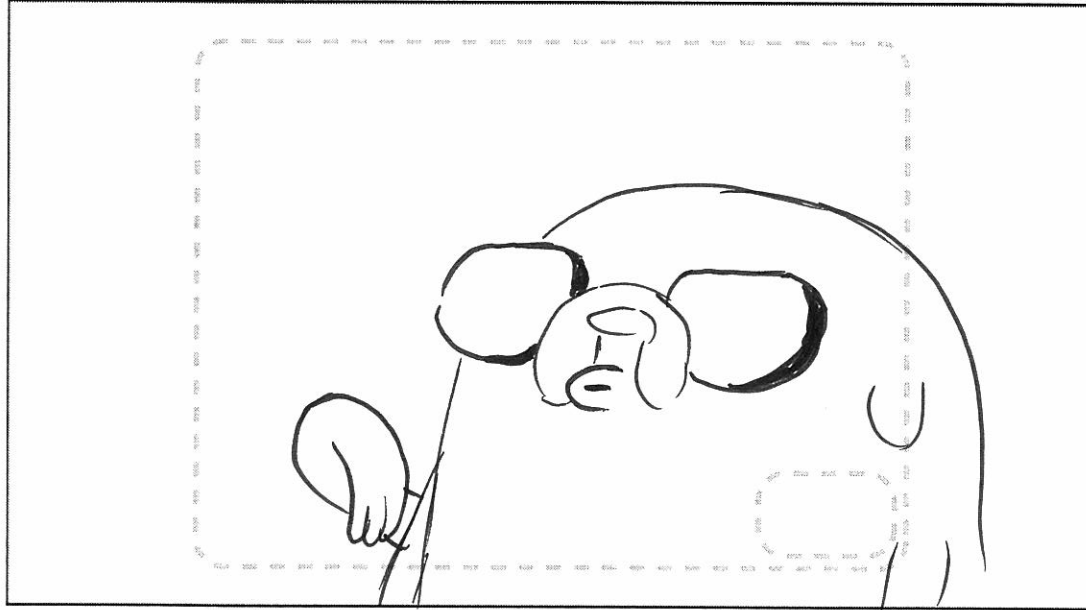
Production :

# ADVENTURE TIME

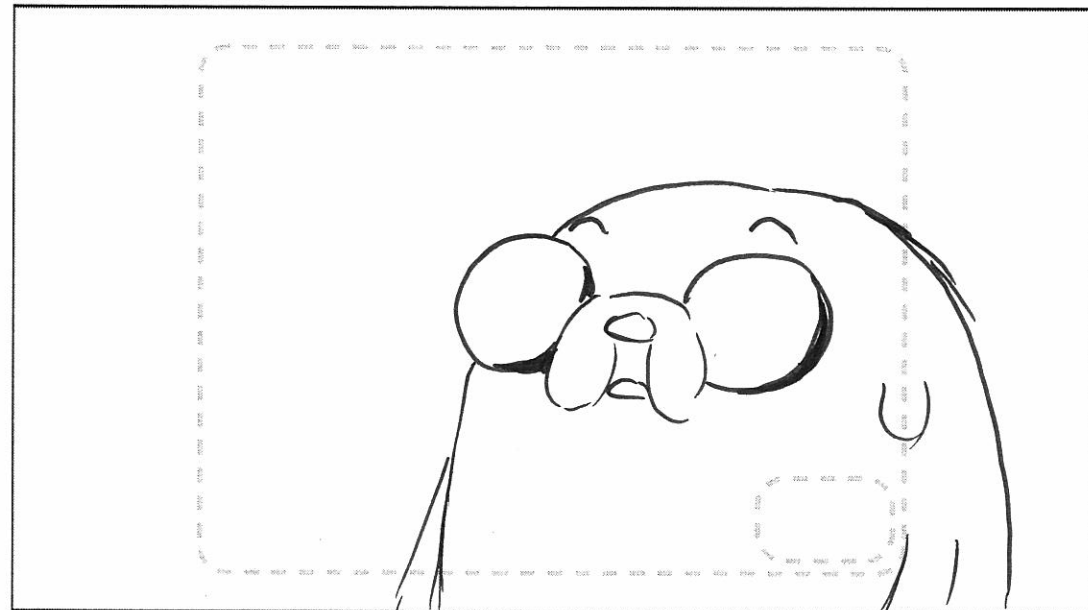


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Sc. 52 Pnl. B Bg. day night



Sc. 52 Pnl. C Bg. day night



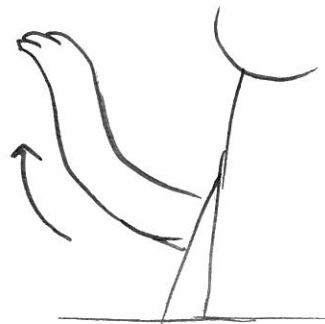
Dialog:

(J:) \* pfft \* →

(J:) T.M.L.O., Princess.

Action:

Timing:



EPISODE # 1025-168

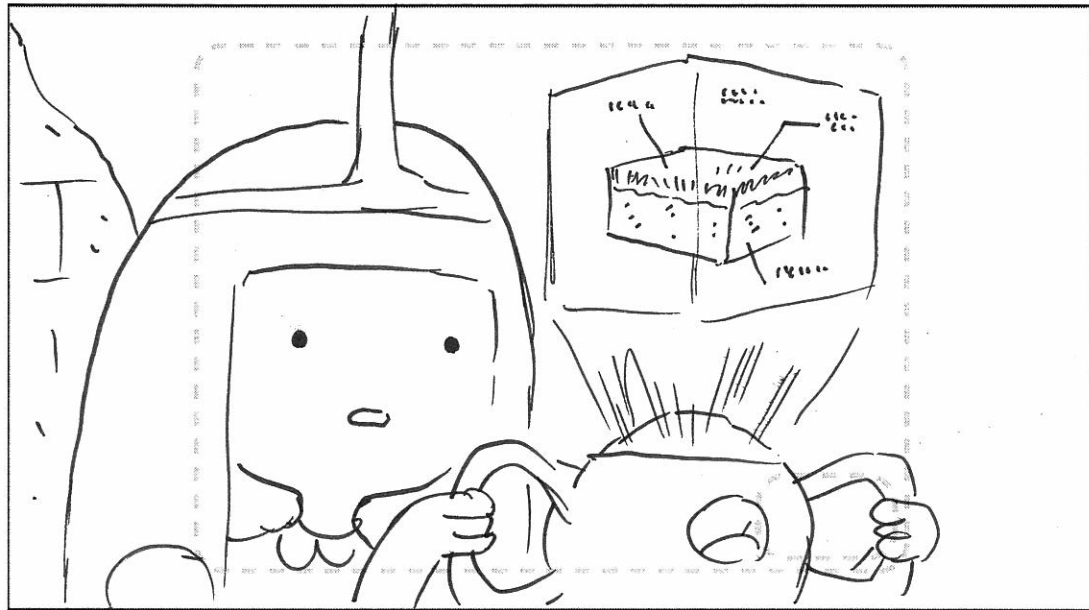
Production :

ADVENTURE TIME



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Sc. 53 Pnl. A Bg. day night



Sc. 54 Pnl. A Bg. day night



Dialog:	(RB:) What?	(J:) "That means lay off".
Action:		
Timing:		

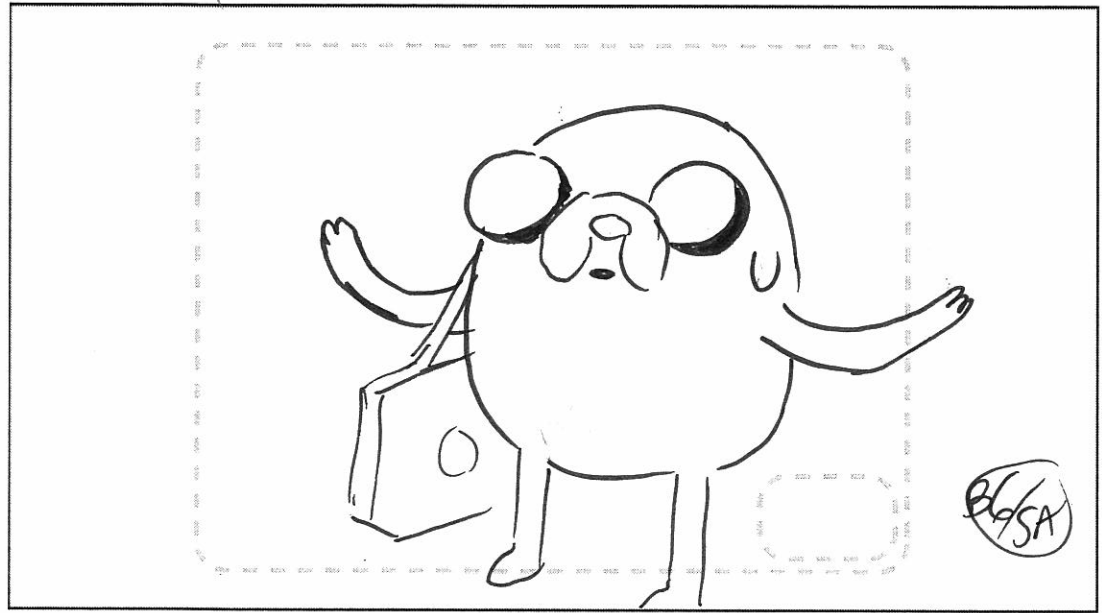
EPISODE # 1025-168

Production :

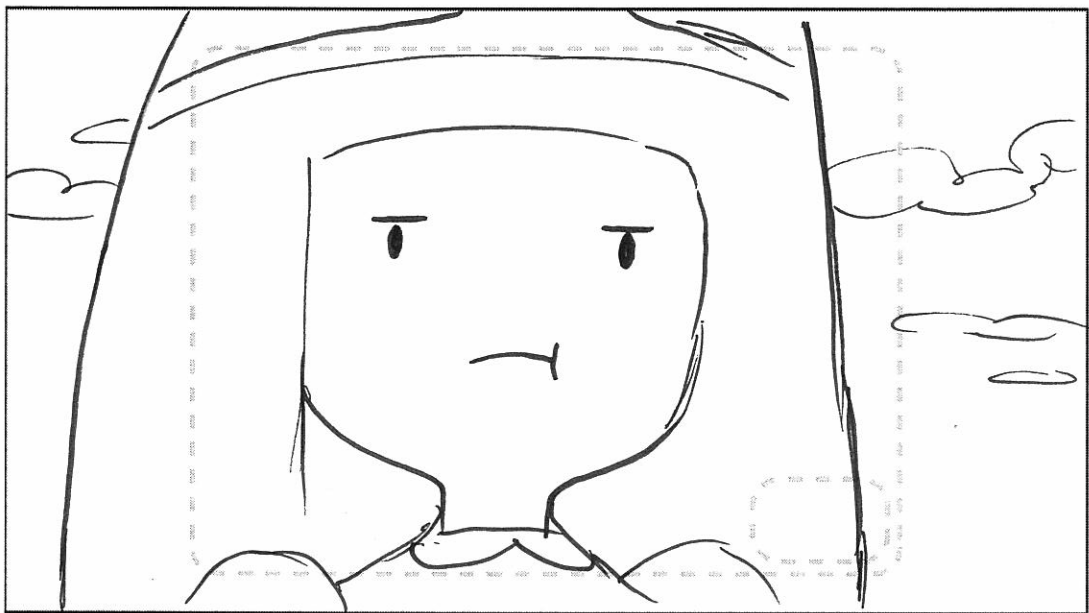
ADVENTURE TIME



Sc. 54 Pnl. B Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	(J:) Finn's feelin' this one out solo-style. →	(J OS) → Give the kid a chance.
Action:		
Timing:		

EPISODE # 1025-168

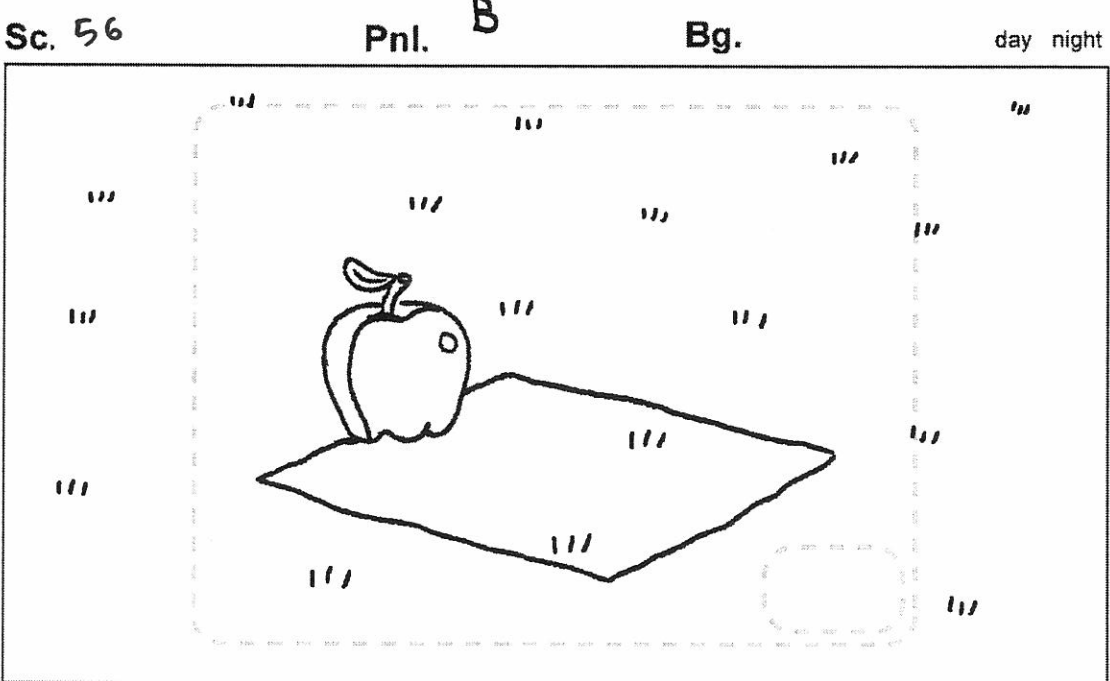
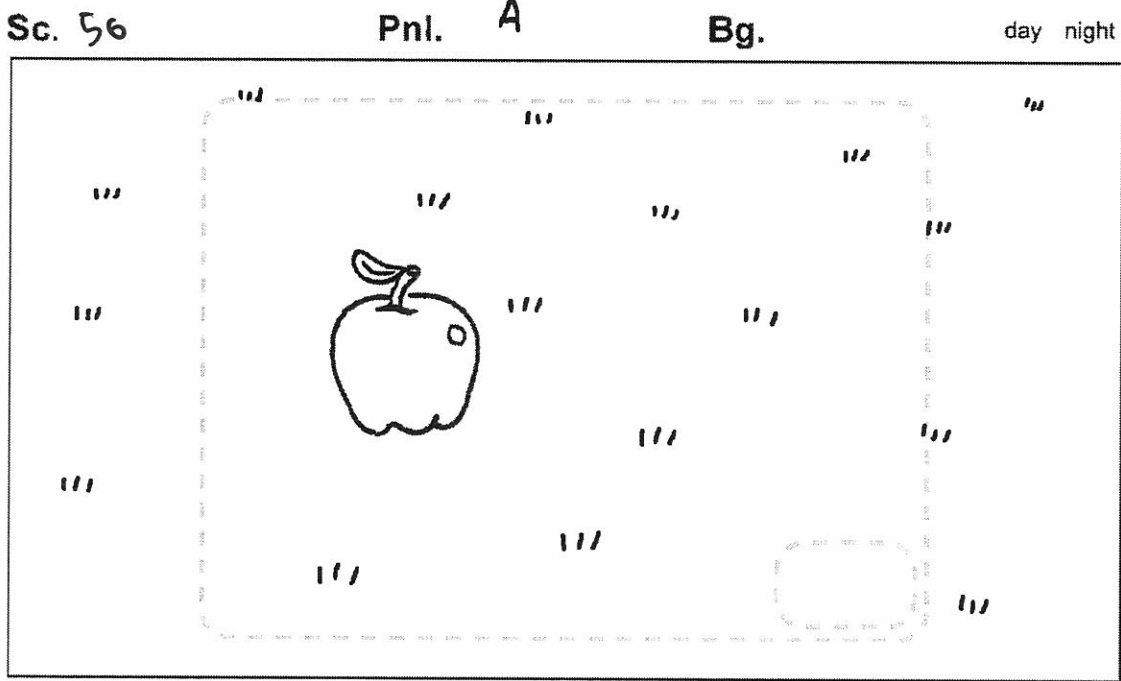
Production :

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# ADVENTURE TIME



Dialog:
MUSIC THROUGH THIS SEQUENCE IS LIKE A TRAIN - CHKA-CHKA-CHKA-CHKA-CHKA-CHKA
(SFX) / : GOT :
Action:
Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Sc. 56

Pnl. C

Bg.

day night

Sc. 56

Pnl. D

Bg.

day night

Dialog:	(SFX) SHHHHHHK !
Action:	
Timing:	

EPISODE # 1025-168

Production :

ADVENTURE TIME

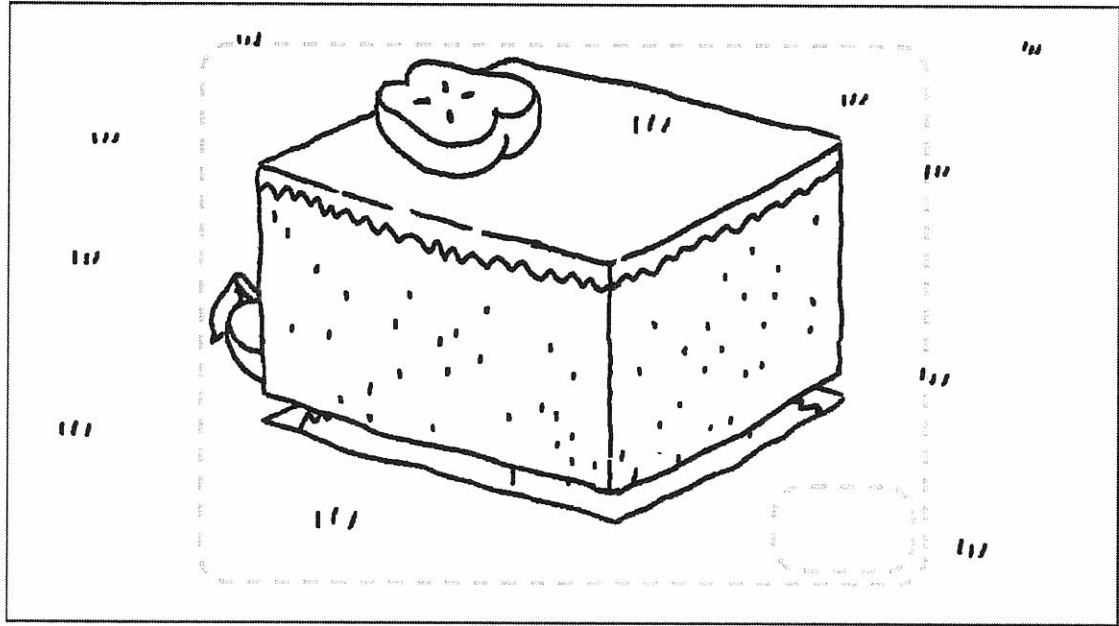


Sc. 56

Pnl. E

Bg.

day night

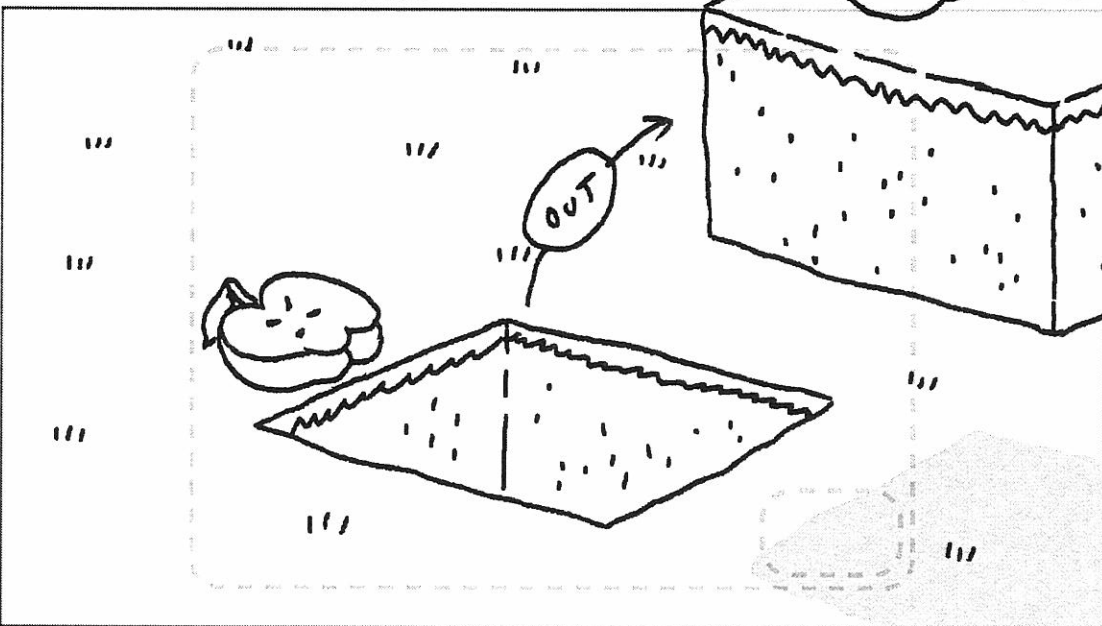


Sc. 56

Pnl. F

Bg.

day night



Dialog:
<p>(SFX) / PAP</p>
Action:
Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Sc. 57

Pnl. A

Bg.

day night

Dialog:	: MUSIC CONT. :	
Action:	• BRICK'S MOVING • MAYBE BOBBING A BIT IF IT'S NOT PROHIBITIVLY COMPLICATED	• PLAINS TURNS TO WOODS
Timing:	(CAM. GAINING ON BRICKS)	

ADVENTURE TIME

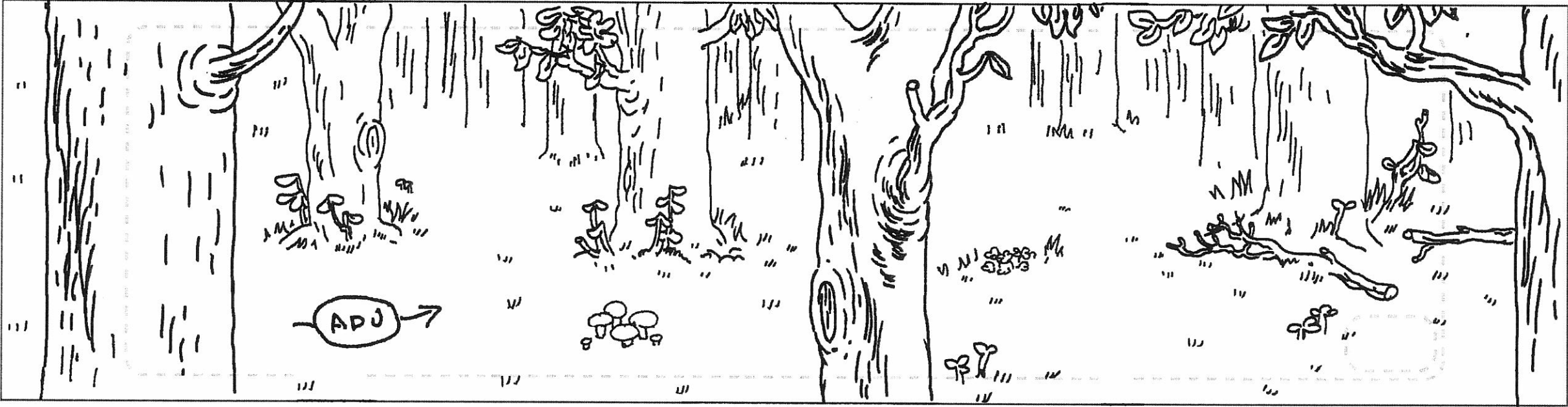


Sc. 57

Pnl. X

Bg.

day night



EPISODE # 1025-168

Dialog:
Action:
Timing:

B G . R E F E R E N C E

Production :

ADVENTURE TIME



Sc. 57

Pnl. B

Bg.

day night



Dialog:	
Action:	GETS SLICED, LIKE IN THE PREVIOUS SCENE
Timing:	

EPISODE # 1025-168

Production :



ADVENTURE TIME



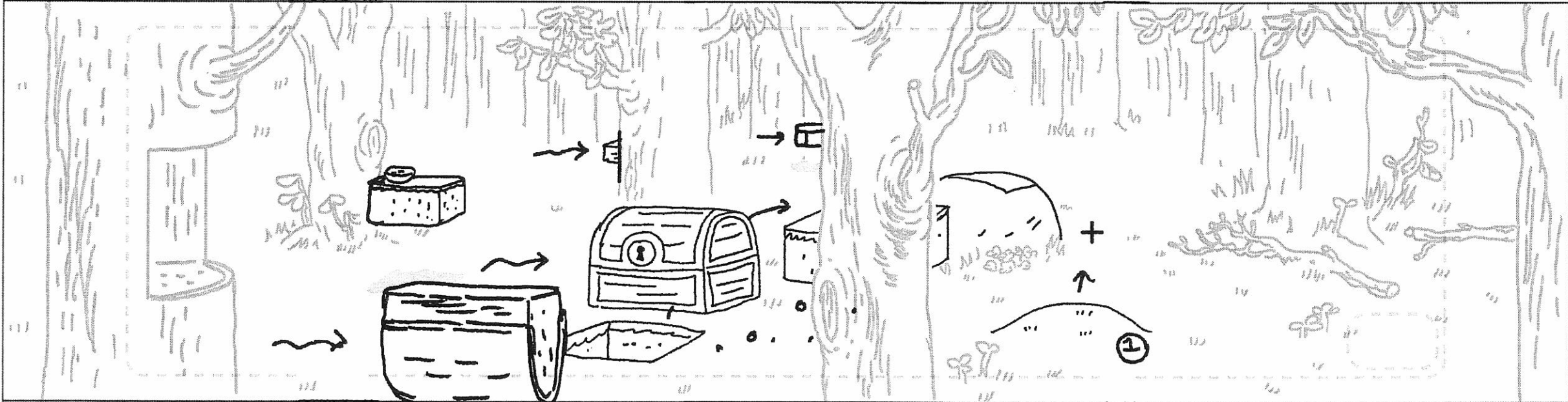
Page 85

Sc. 57

Pnl. C

Bg.

day night



EPISODE # 1025-168

Dialog:
Action: <div data-bbox="357 1206 895 1328">MID PAN BRICK REF.</div>
Timing: <div data-bbox="881 1174 2198 1466"></div>

Production :



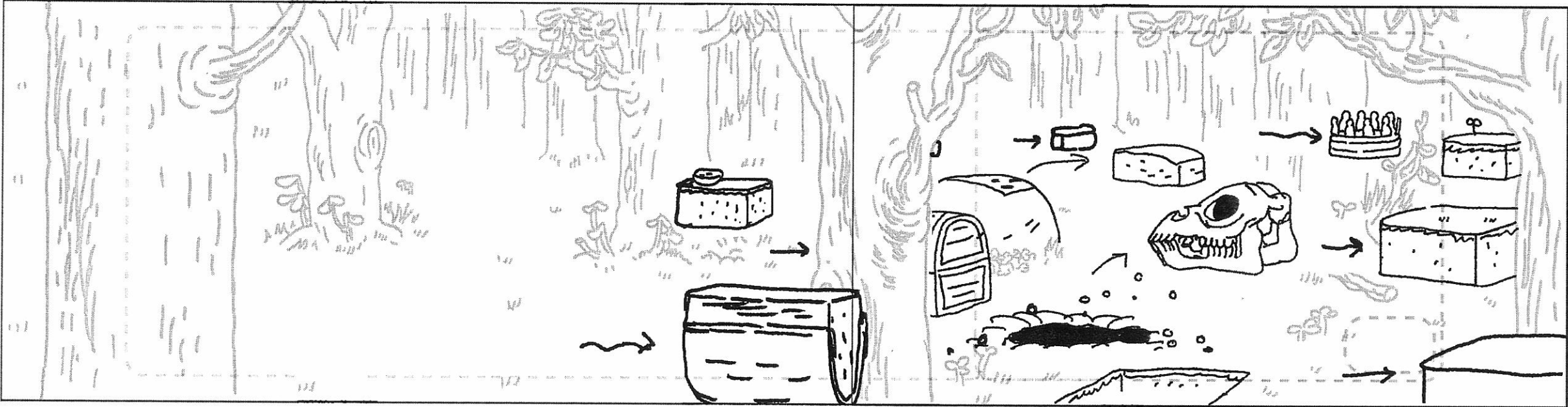
ADVENTURE TIME



Sc. 57

Pnl. 1

Bg.

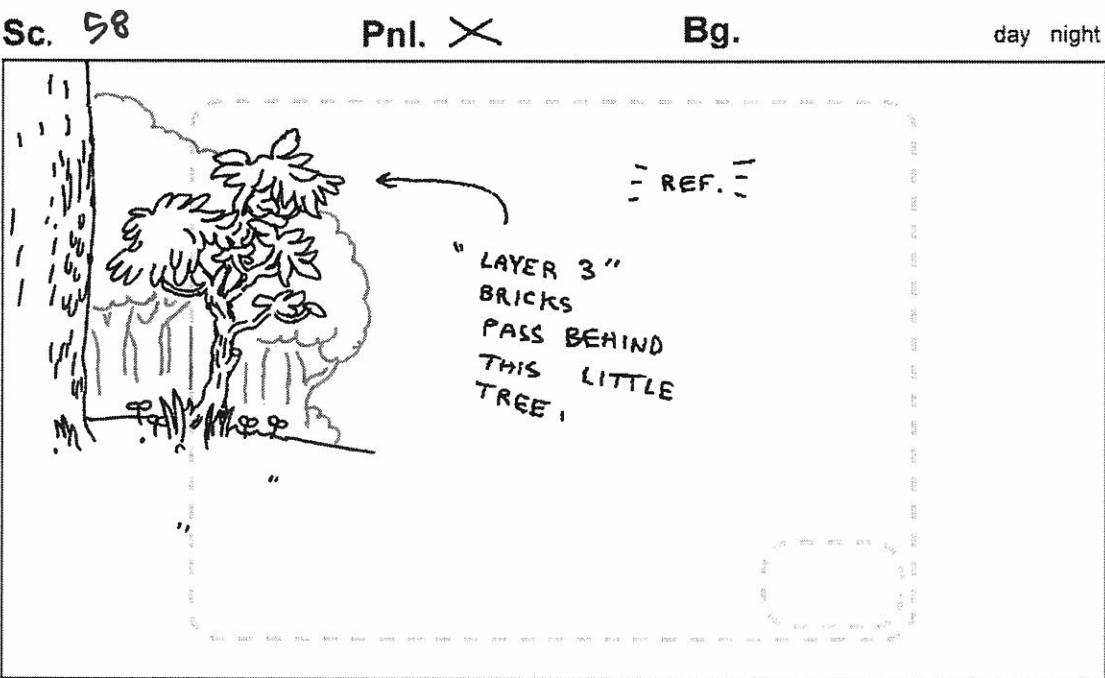
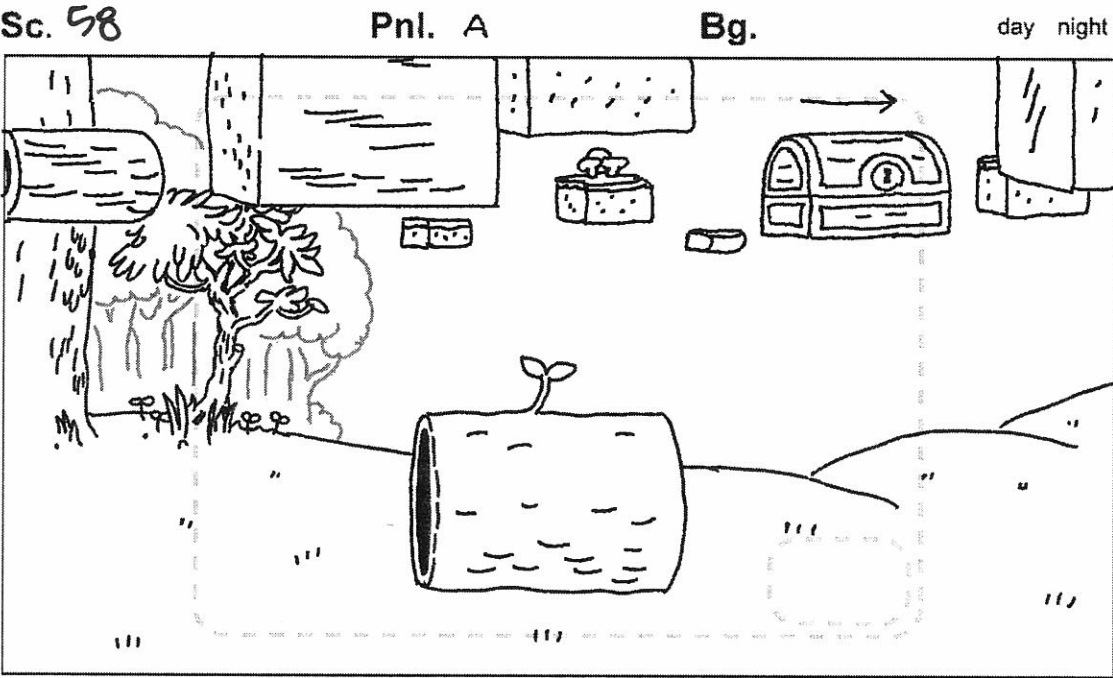


EPISODE # 1025-168

Dialog:	
Action:	<p>→ (ADJ) → (KING OF OOO'S CROWN'S IN THERE.)</p>
Timing:	

Production :

# ADVENTURE TIME



Dialog:

3 DIFFERENT LAYERS OF BRICKS MOVING AT DIFF. SPEEDS.

BRICKS PASSING OVERHEAD THROUGHOUT THIS SCENE.

EPISODE # 1025-168

Production :

# ADVENTURE TIME

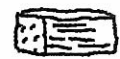
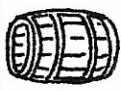
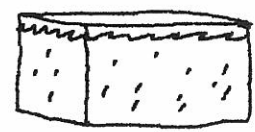
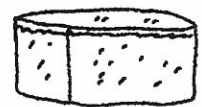
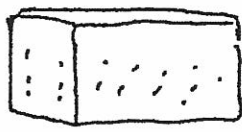
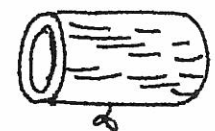
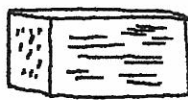


- BRICK LAYERS  
MOVING AT DIFF. SPEEDS  
FOR DEPTH.
- EARTH, WOOD, & STONE MOSTLY.  
(PLUS LOGS, A BARREL, AND A CHEST)

LAYER 1



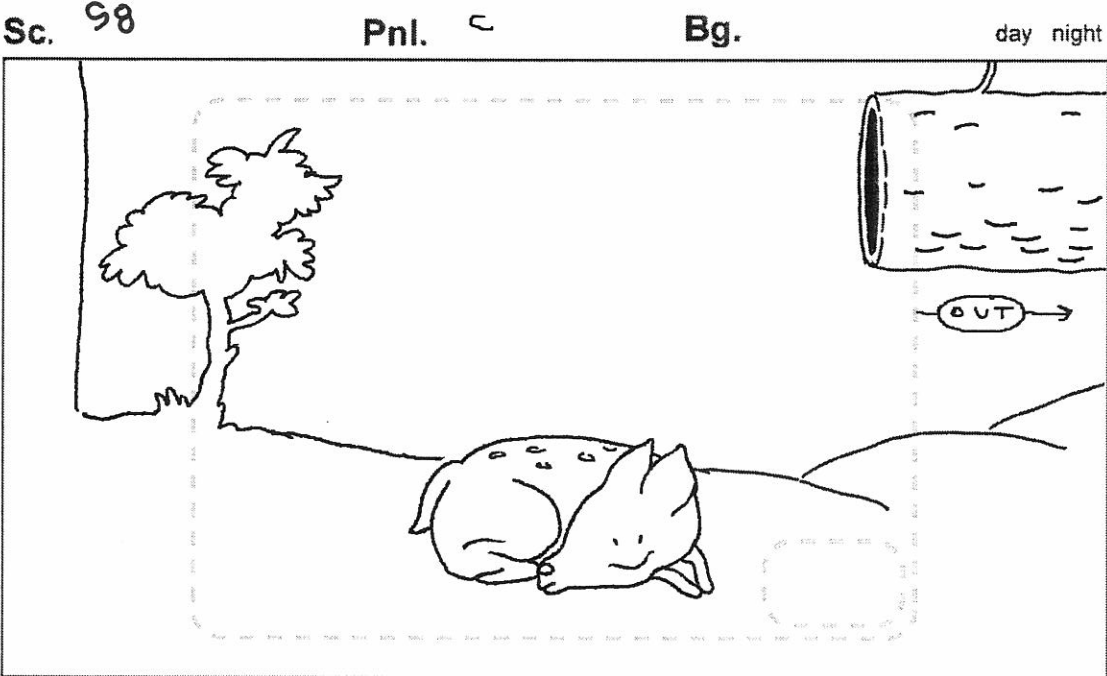
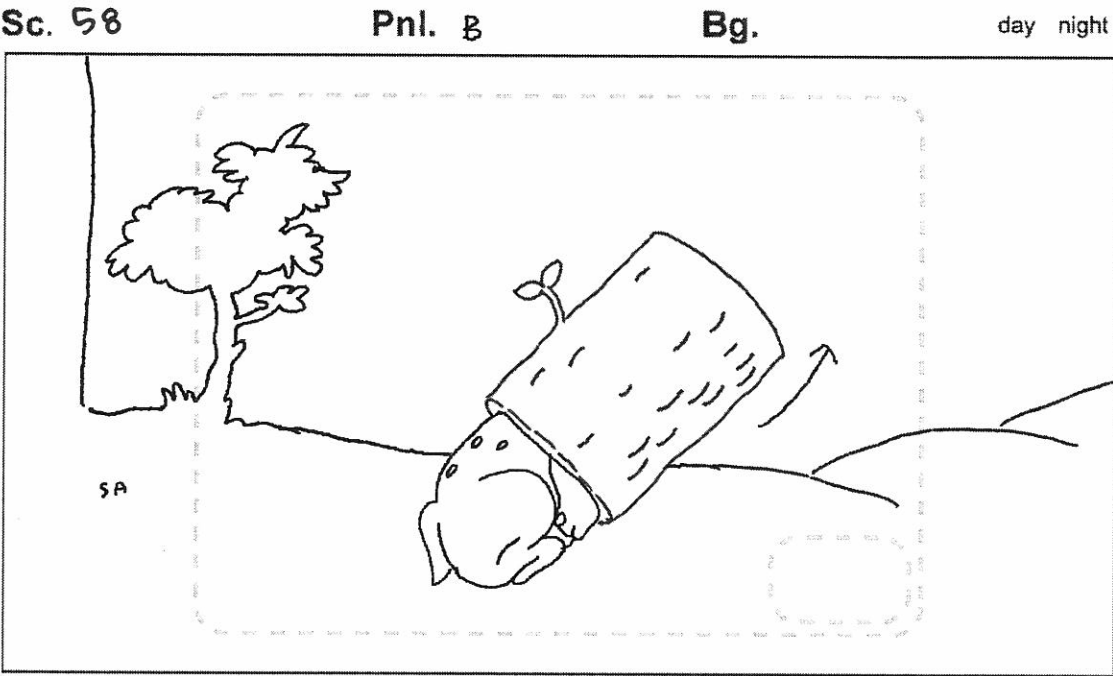
LAYER 2



LAYER 3

1025-168  
EPISODE #  
Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME

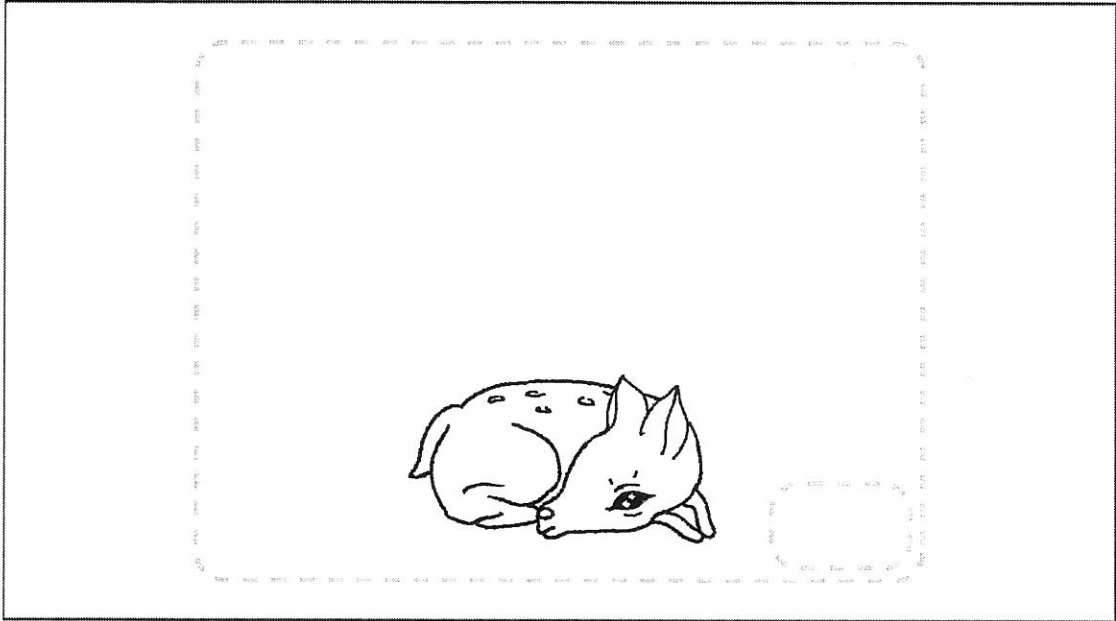


Sc. 58

Pnl. D

Bg.

day night

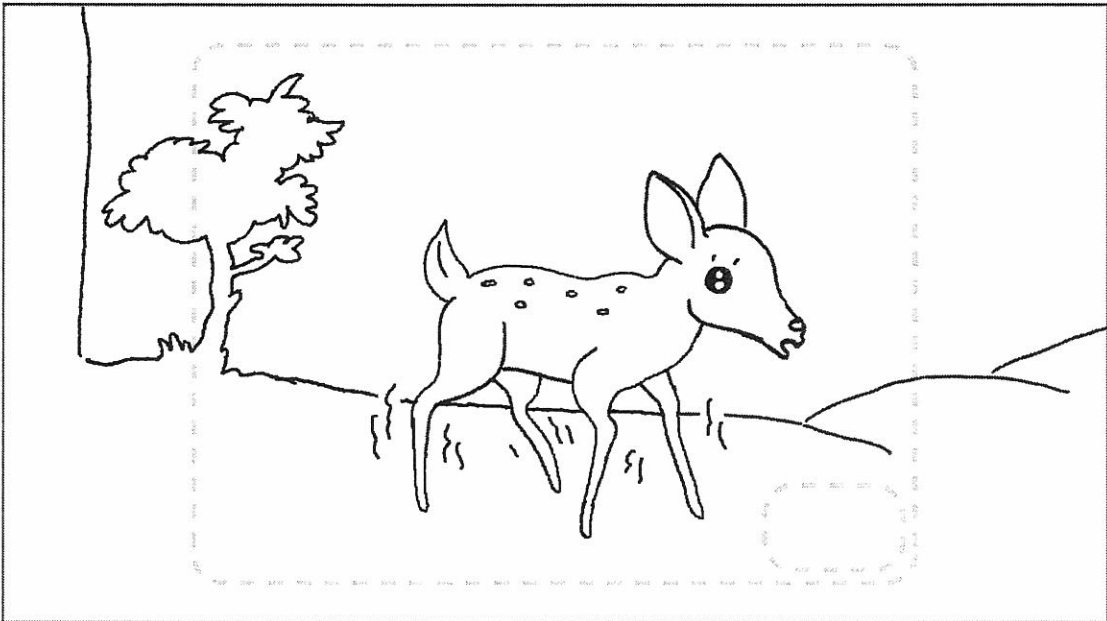


Sc. 58

Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

SHAKY

EPISODE # 1025-168  
Production :

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# ADVENTURE TIME

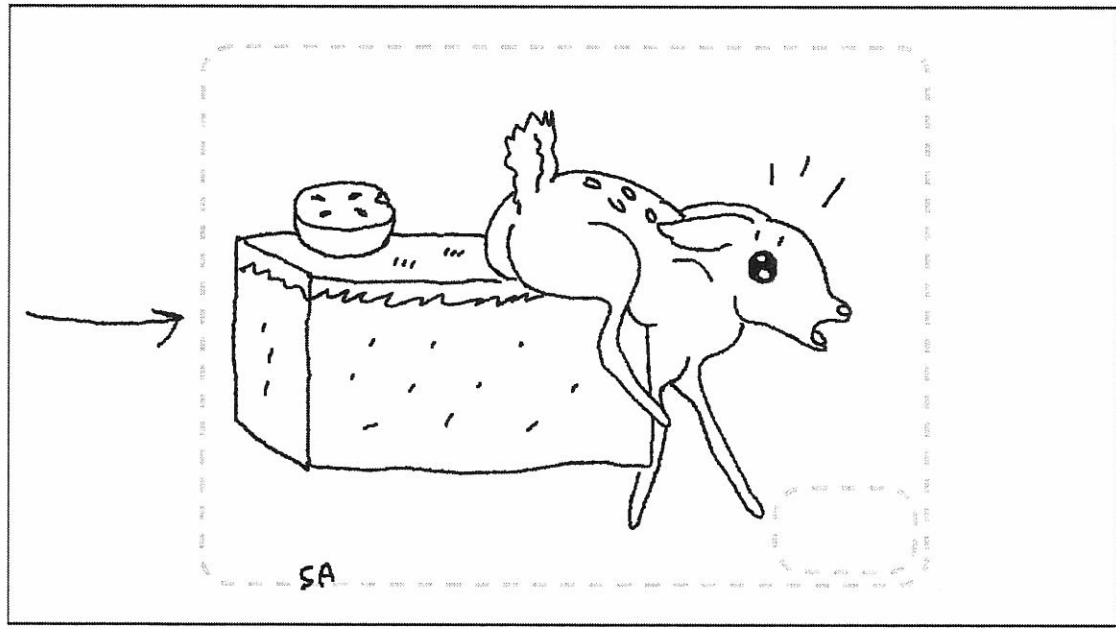


Sc. 58

Pnl. F

Bg.

day night

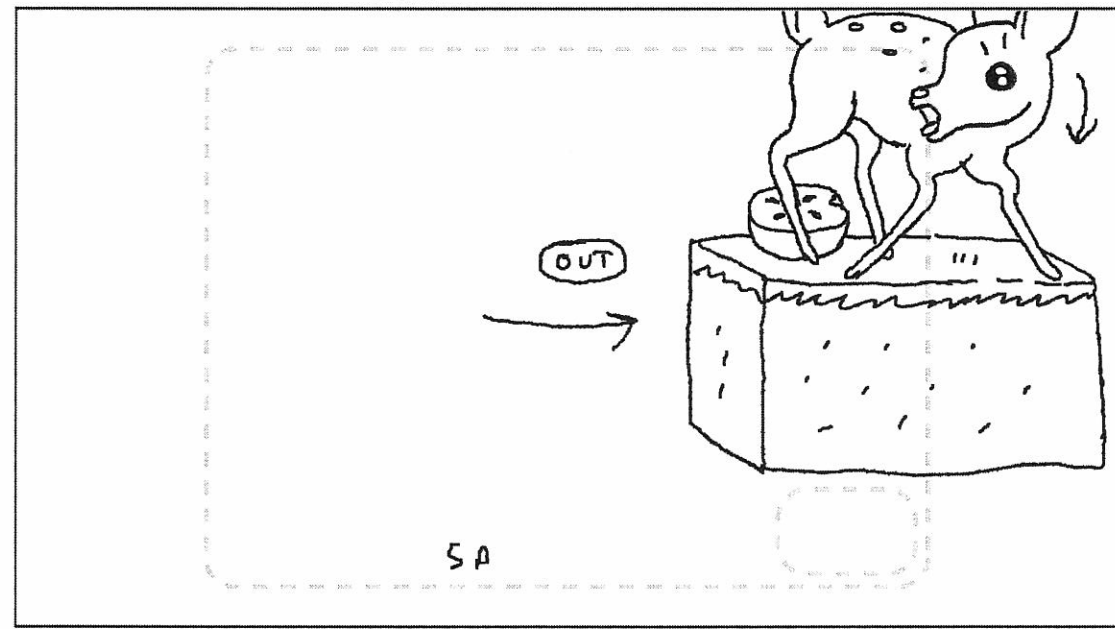


Sc. 58

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-168  
Production :

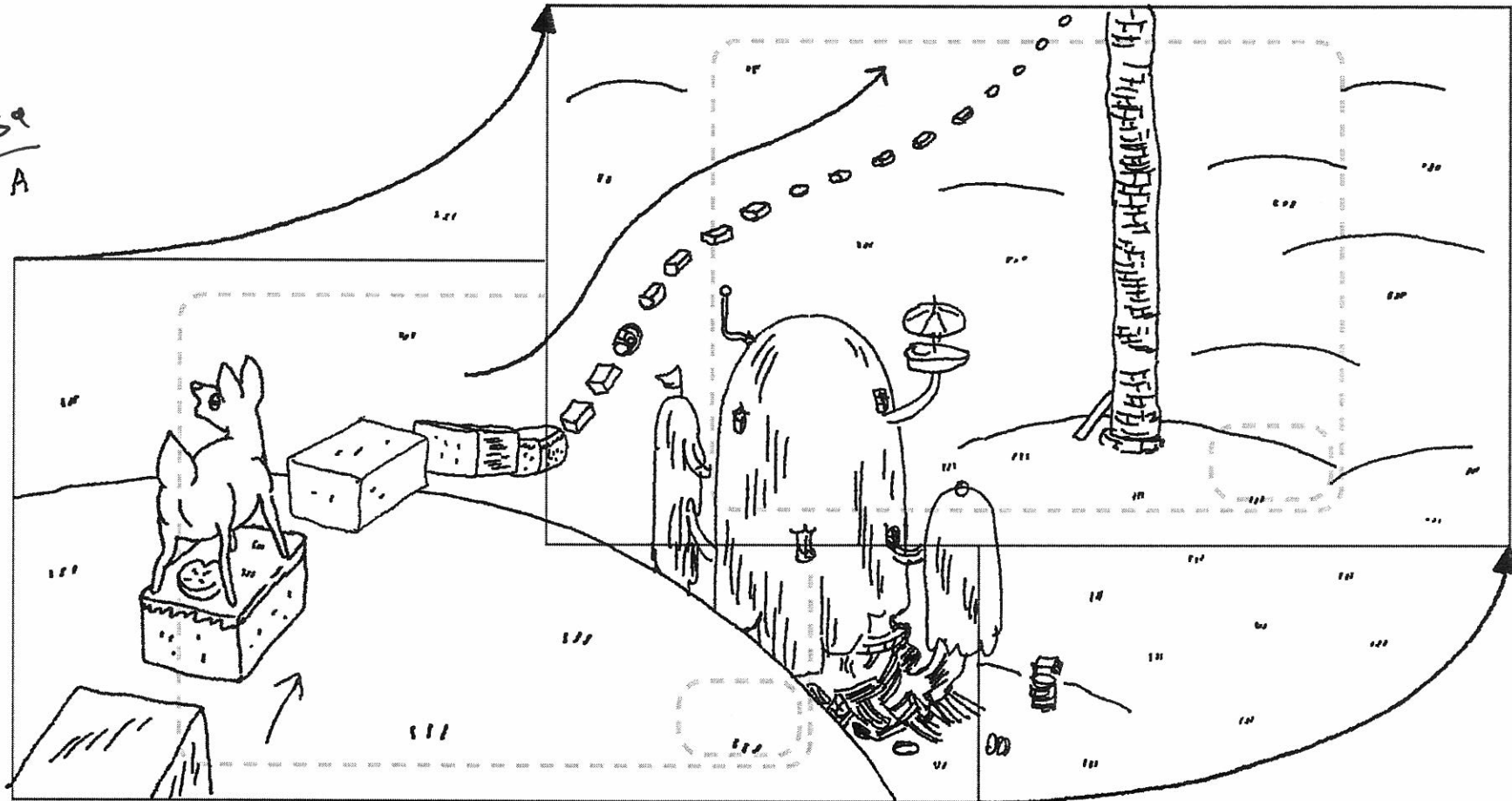
# ADVENTURE TIME



SC. 59  
PNL. B

Page 92

SC. 59  
PNL. A



Dialog:
== MUSIC CONTINUES ==
Action:
THE BRICKS TRAVEL SINGLE FILE OVER THE TREEHOUSE, LIKE ANTS
Timing:

I GUESS THAT THIS HILL  
DOESN'T USUALLY EXIST!  
IS THAT COOL?

Production :

EPISODE #

1025-168



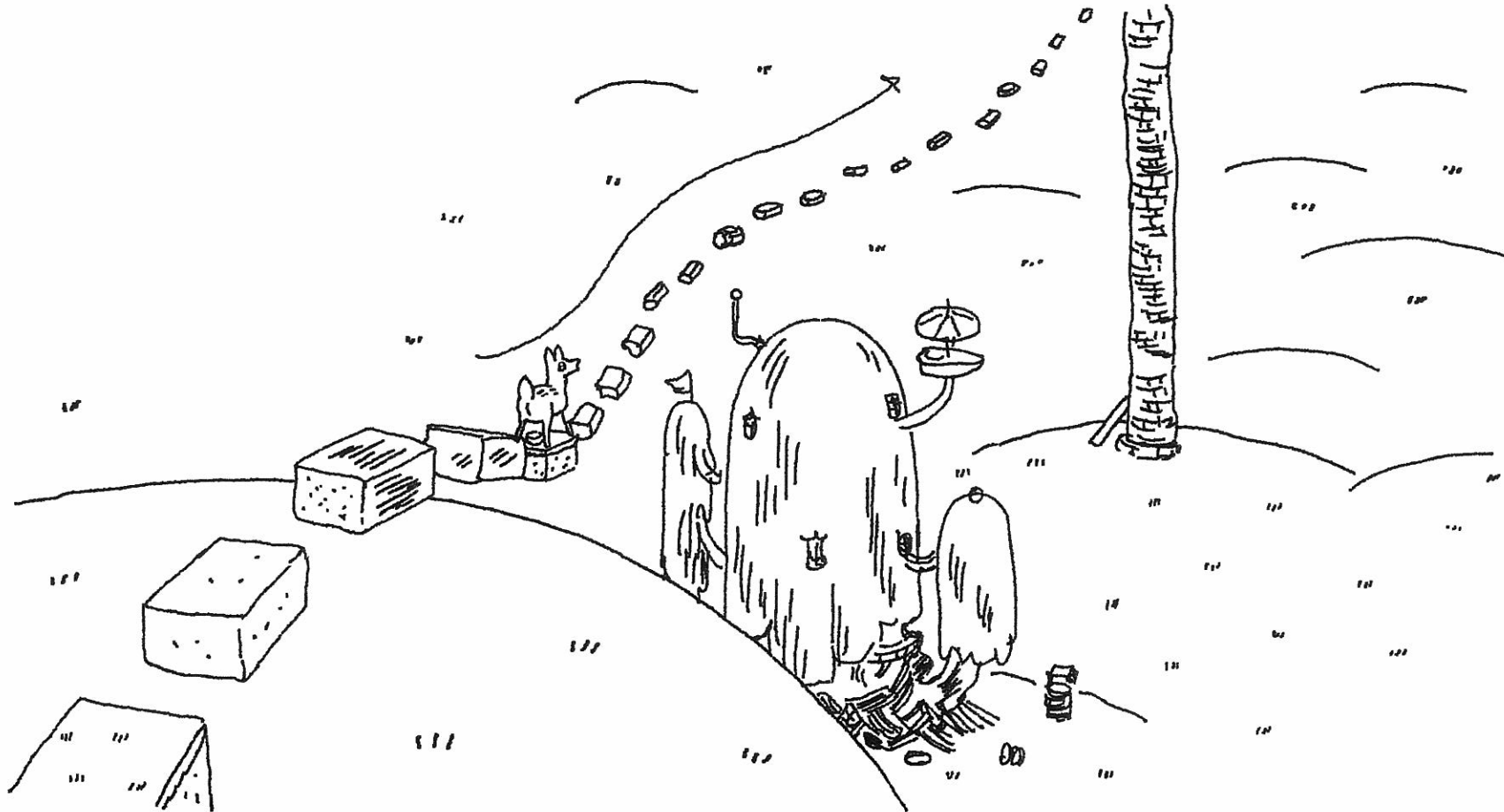
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ADVENTURE TIME



sc. 99  
~~sc. 100~~

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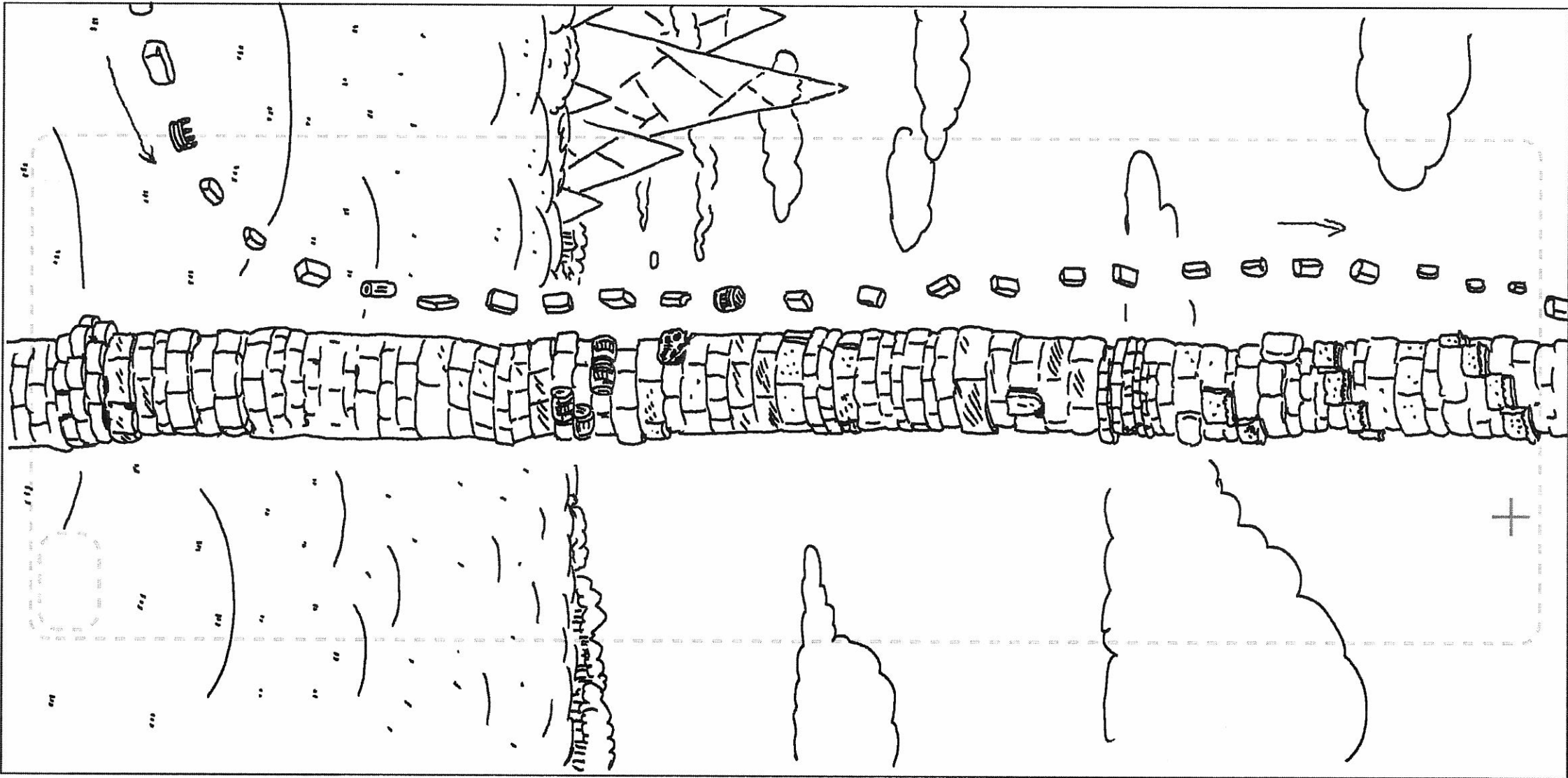


END  
POS.

Dialog:
Action:
Timing:

Production :  
EPISODE # 1025-168

ADVENTURE TIME



Sc. 60

Pnl. A

Bg.

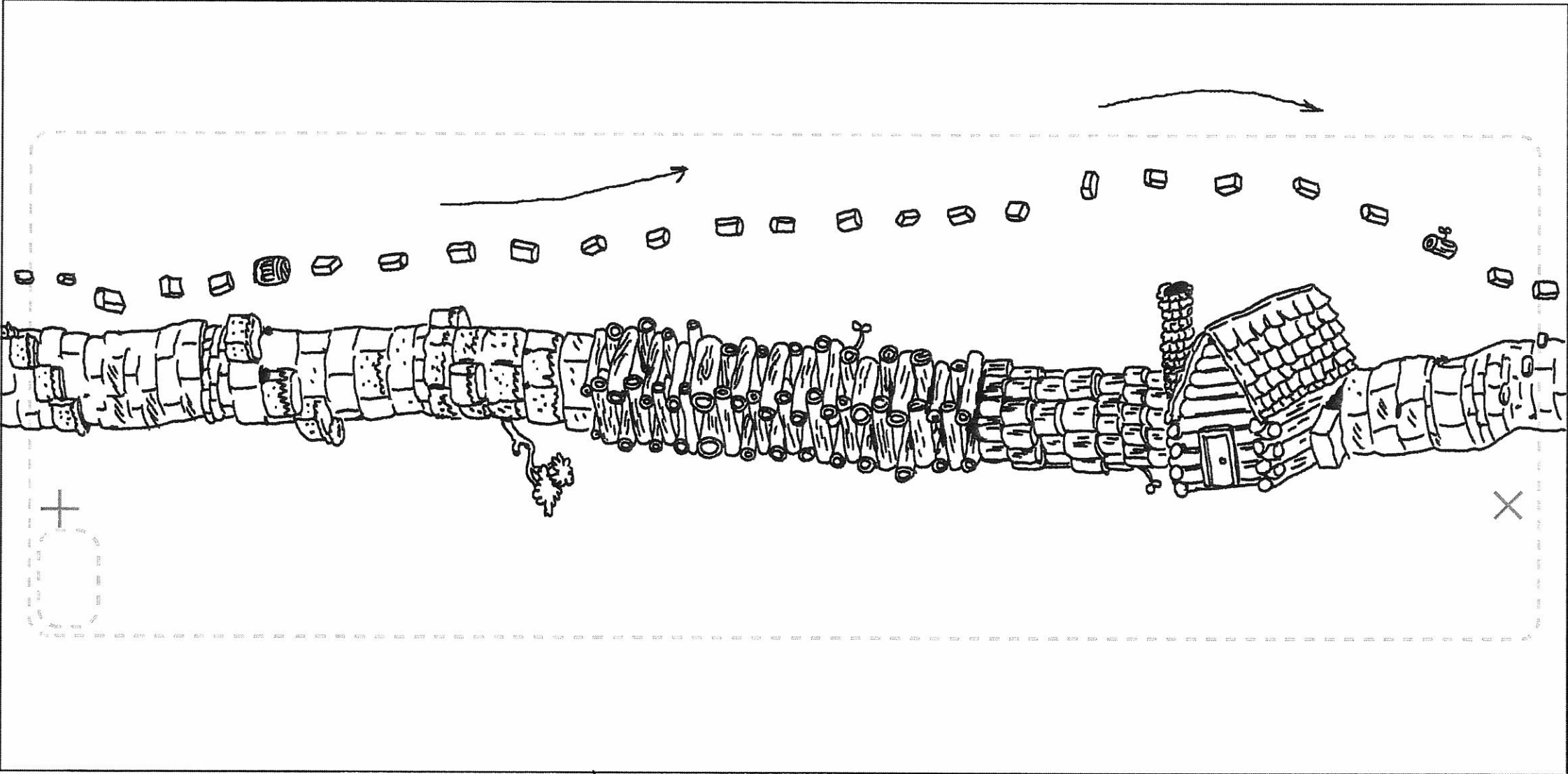
day night

Production :  
EPISODE # 1025-168

— ADJ —>

!! INIGHT BE DRAWING  
BRICKS TO BIA  
IN THESE PANS! s.w. !!

ADVENTURE TIME



—ADJ→

wood

Sc. 6

Pnl. B

Bg.

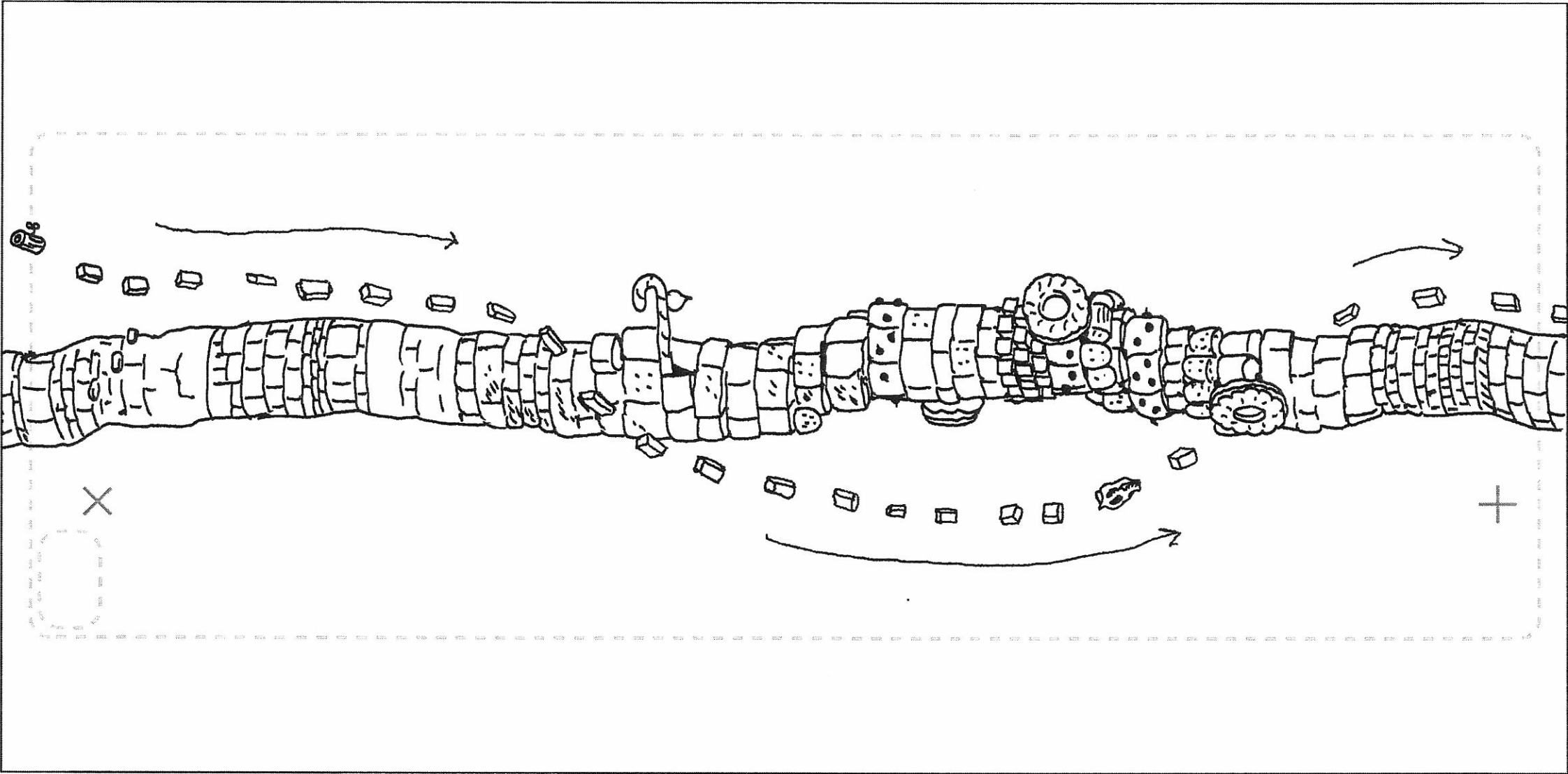
day night

EPISODE #

Production :

1025-168

# ADVENTURE TIME



Sc. 6b

Pl. B

Bg.

day night

Production :

EPISODE #

1025-168

—ADJ→

CANDY BRICKS. THE ROUND ONES ARE THOSE SHORTBREAD SANDWICH COOKIES WITH JAM IN THE CENTRE. "JAMMY DODGERS".

# ADVENTURE TIME



Sc. 60

Pl. C

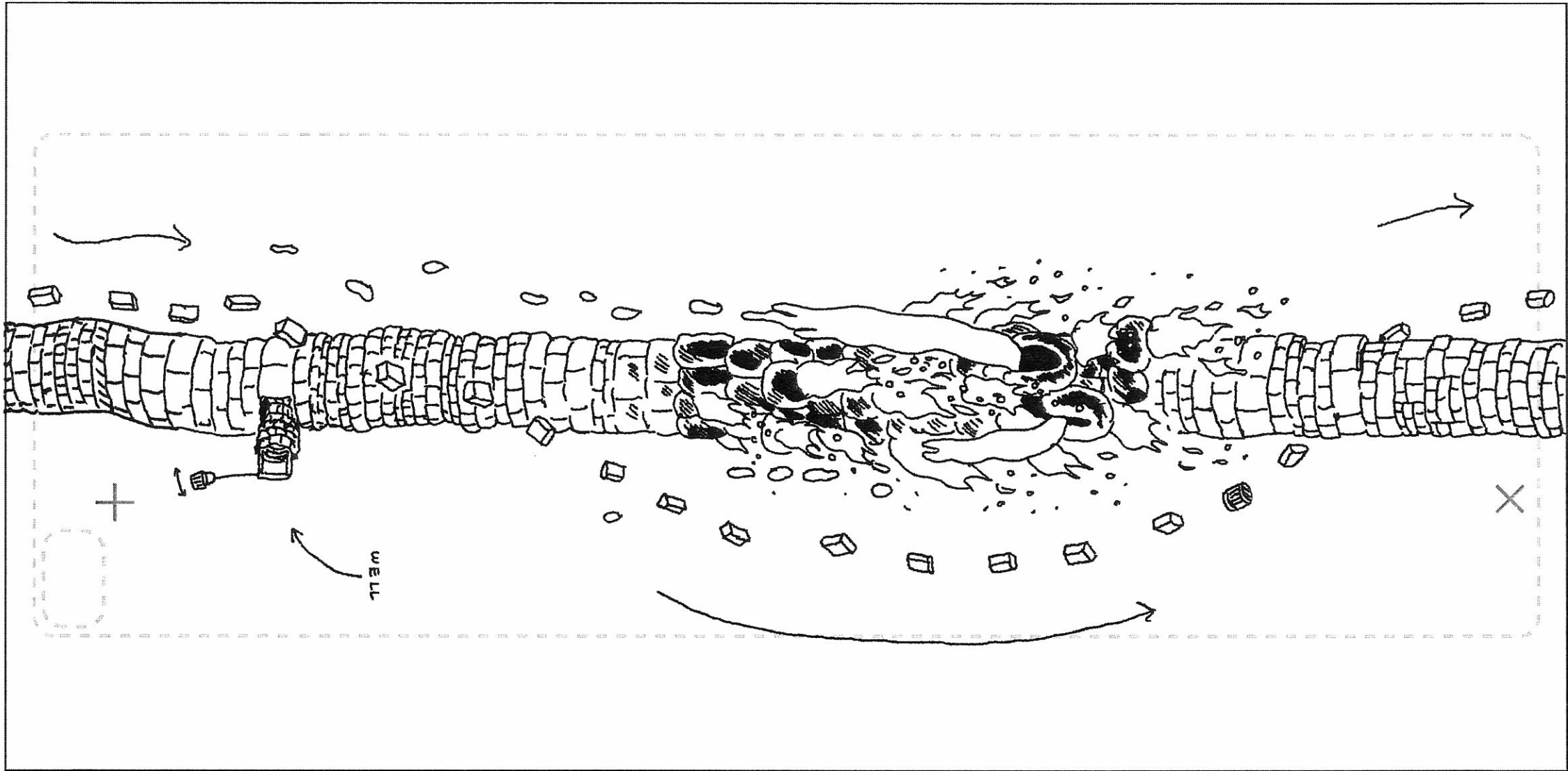
Bg.

day night

EPISODE #

Production :

1025-168

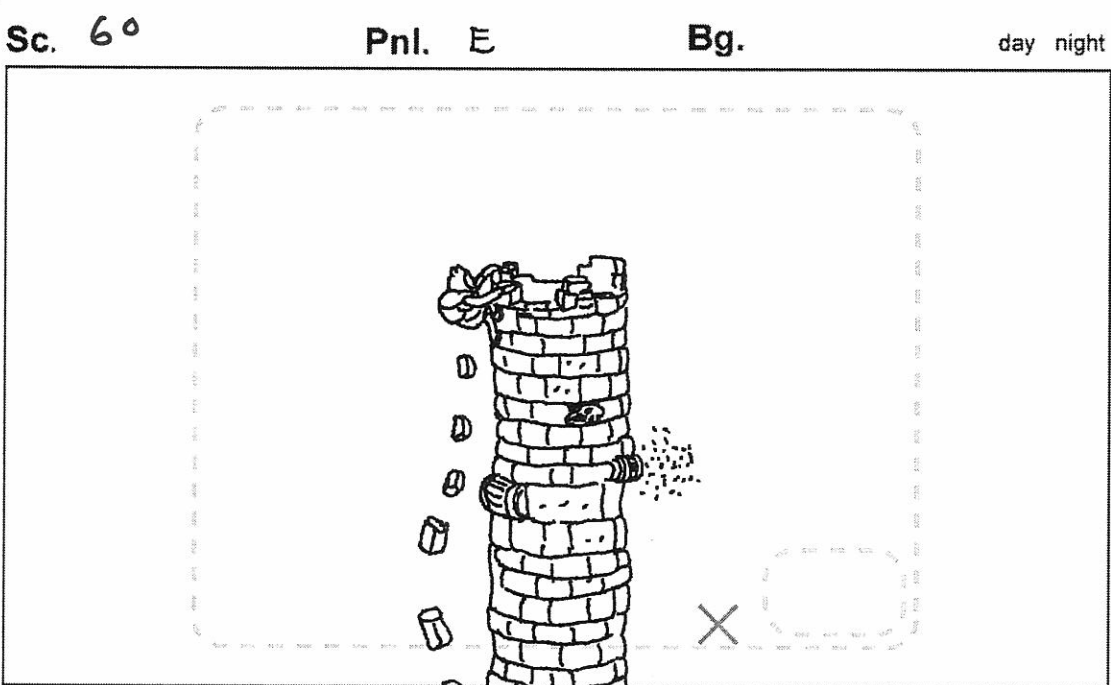
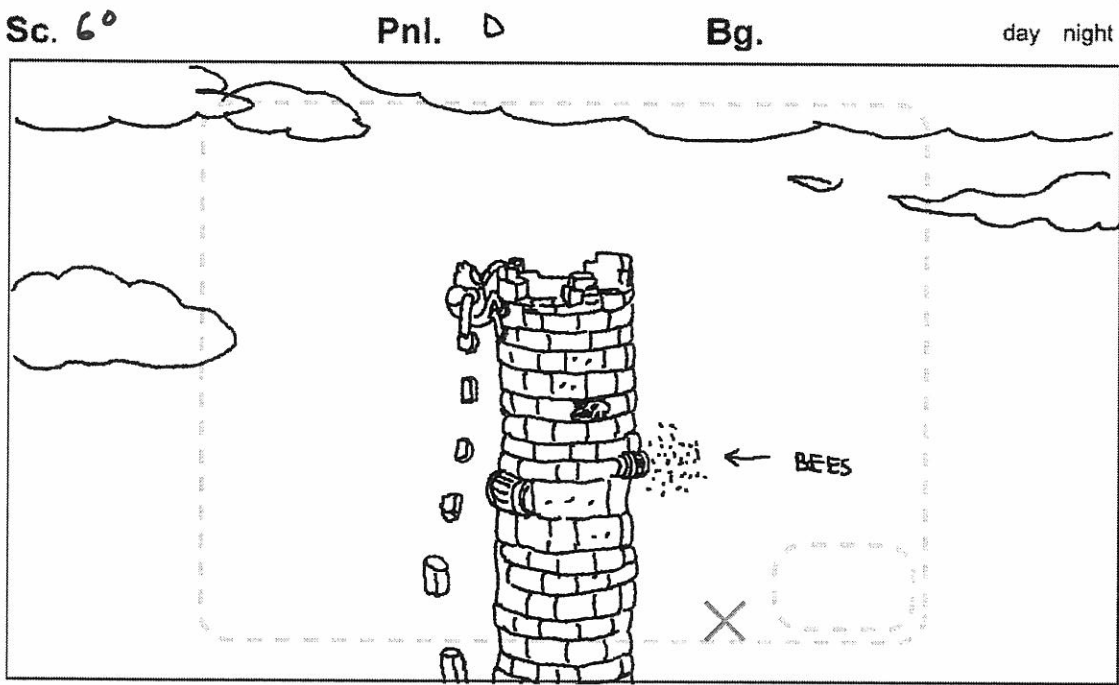


—ADJ→

FROM THE FIRE KINGDOM,  
FIRE SHOOTING UP, LAVA FLOWING DOWN.

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ADVENTURE TIME



Dialog:	♪ BABY'S BUILDING A TOWER INTO SPACE, ♪
Action:	PLACES BRICK (MAYBE PLACES A SECOND ONE TOO?)
Timing:	

1025-168

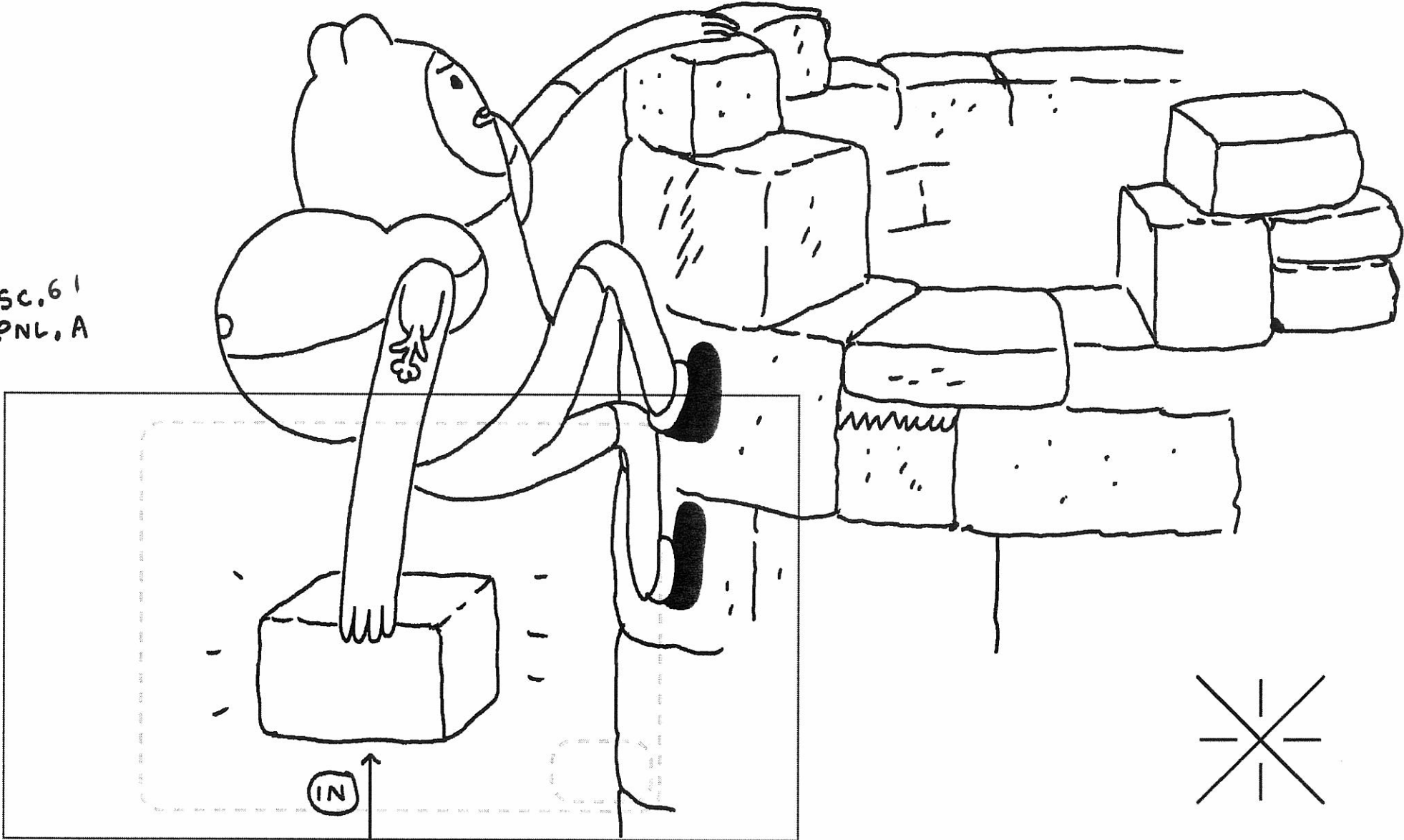
EPISODE #

Production :

ADVENTURE TIME



SC. 61  
PNL. A



Production :

EPISODE #

1025-168



ADVENTURE TIME

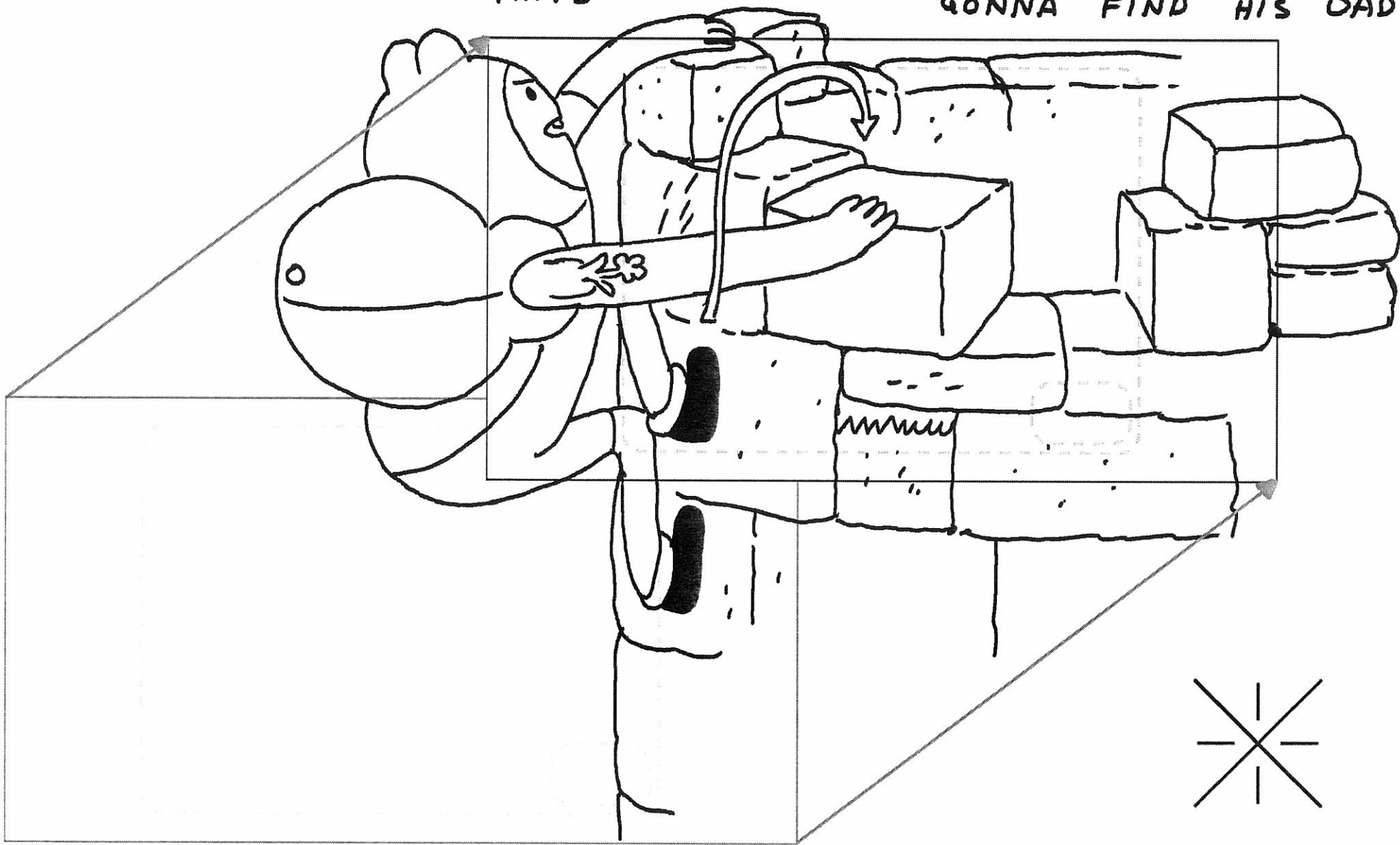


(F)

SC. 61  
PNL. B

99

SPACE S'WHERE HE'S  
GONNA FIND HIS DAD! ↓

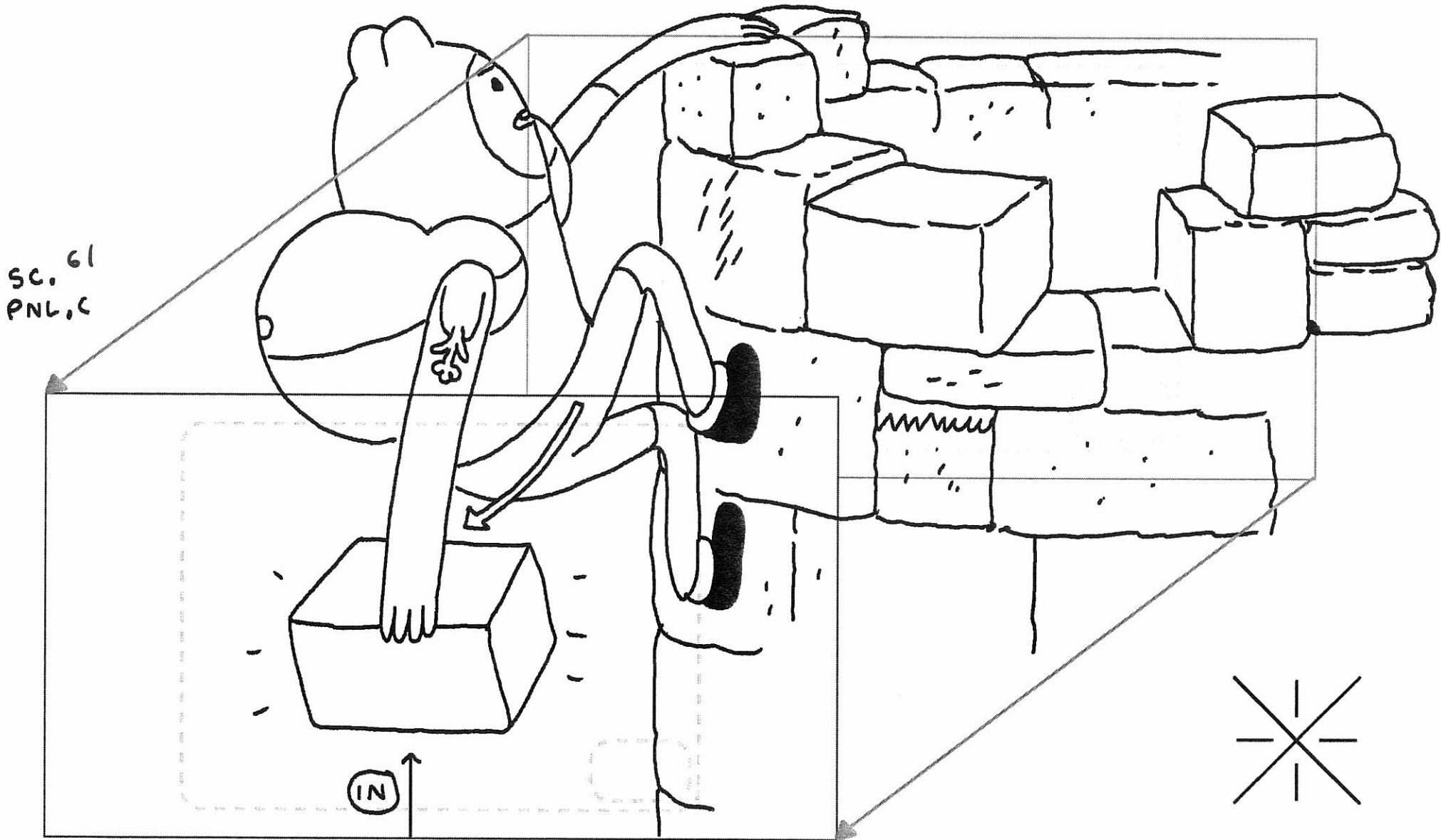


Production :

EPISODE #

1025-168

ADVENTURE TIME



Production :

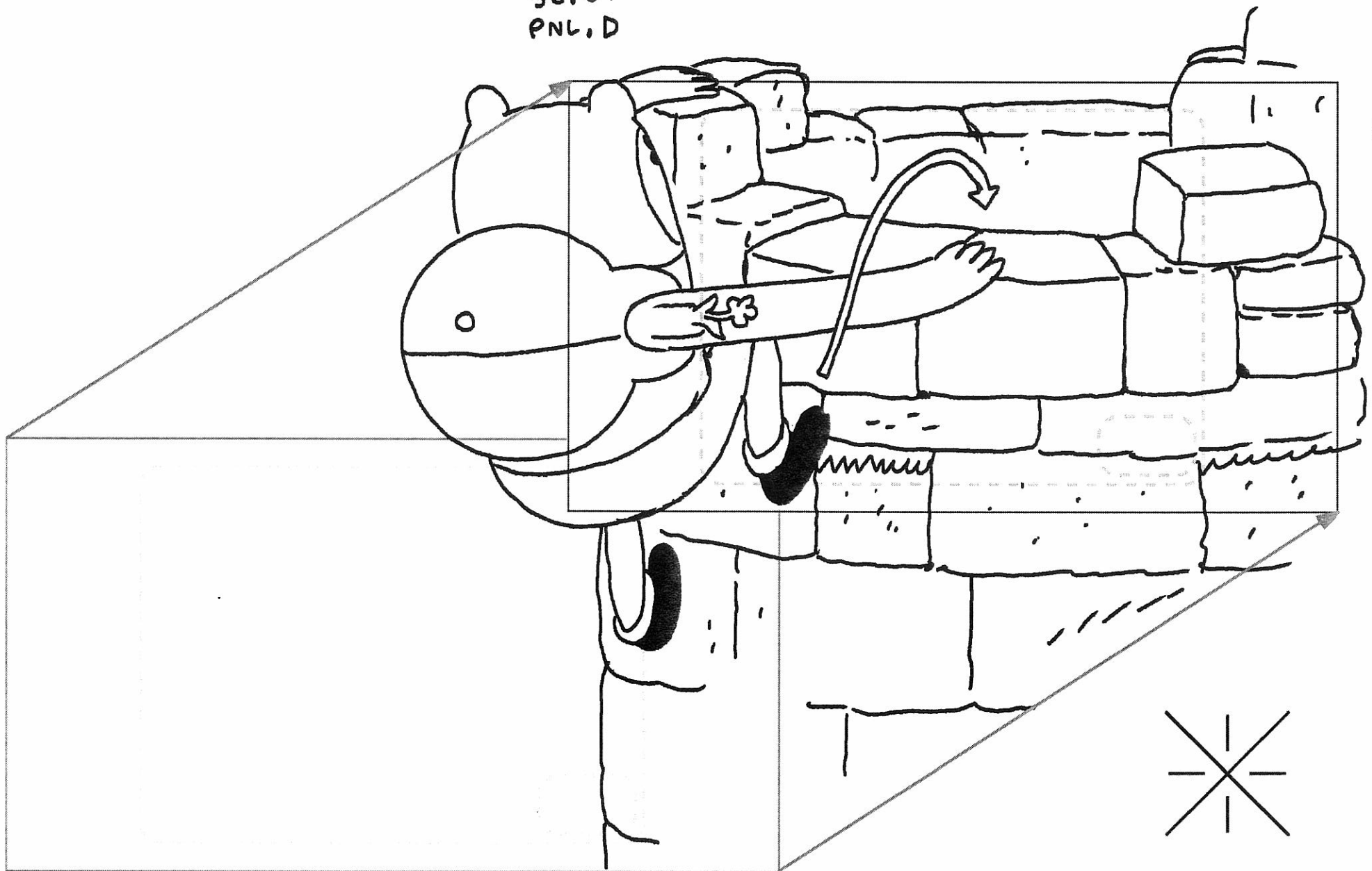
EPISODE #

1025-168

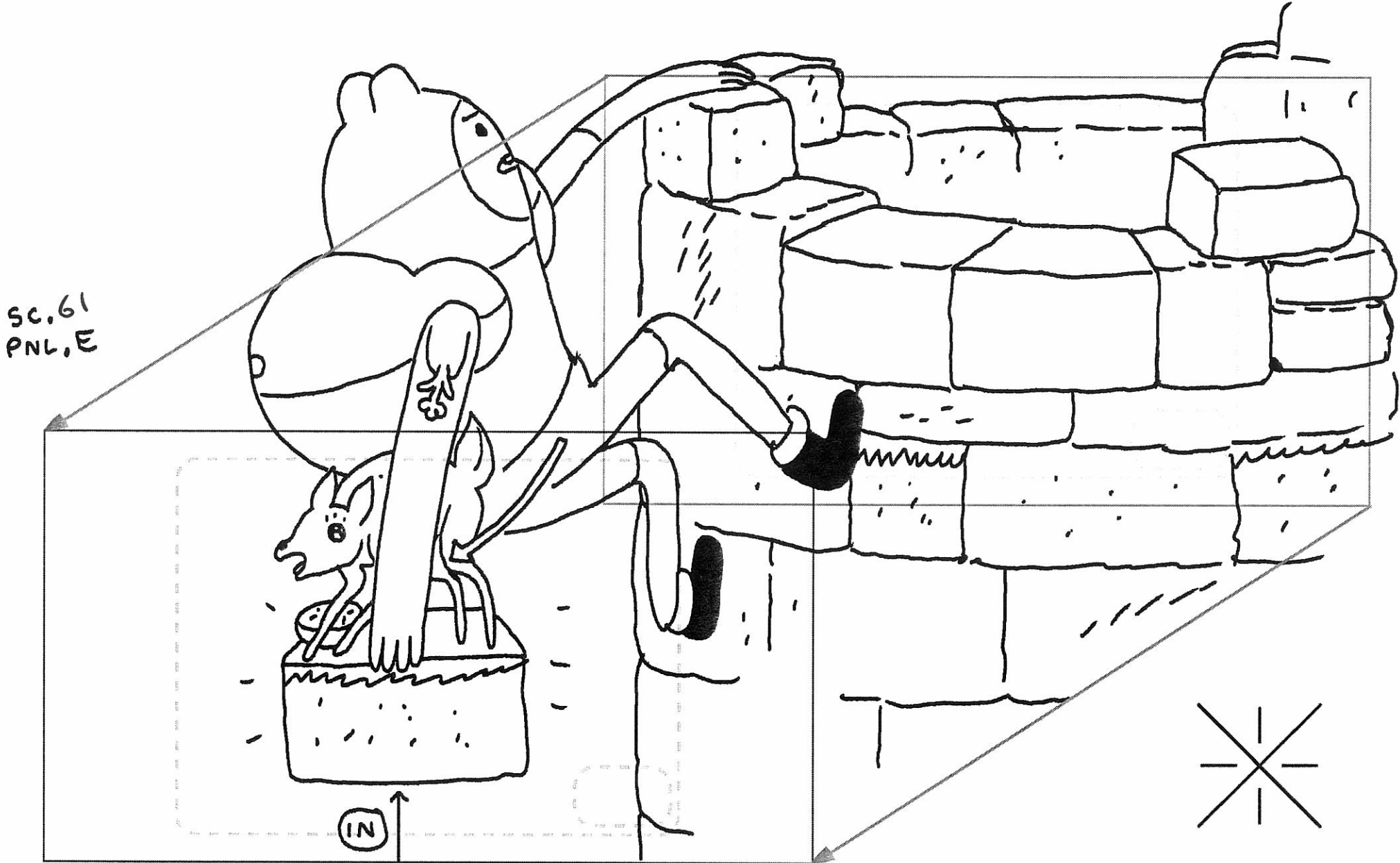
ADVENTURE TIME



SC. 61  
PNL. D



ADVENTURE TIME



Production :

EPISODE #

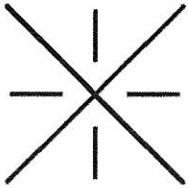
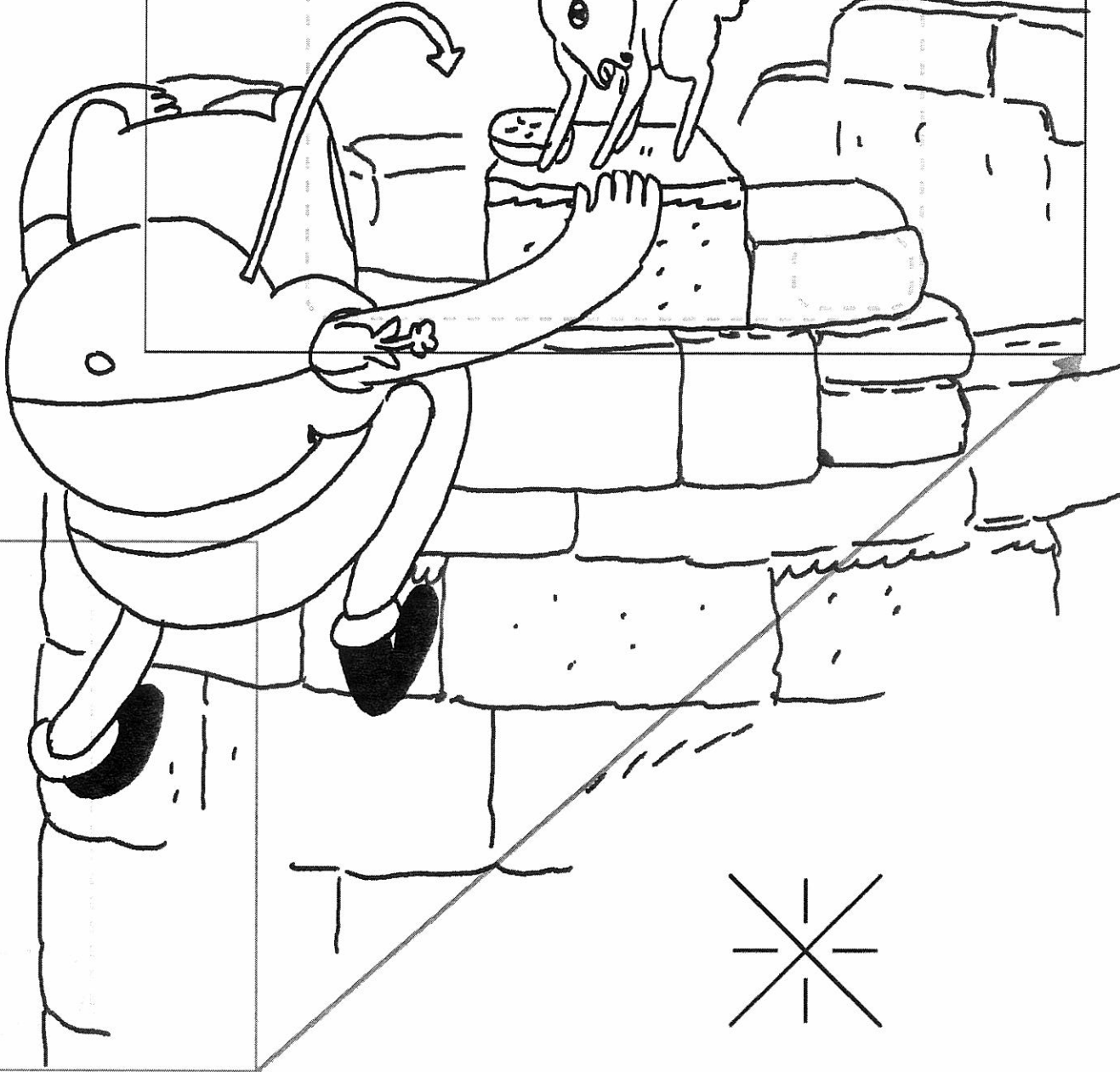
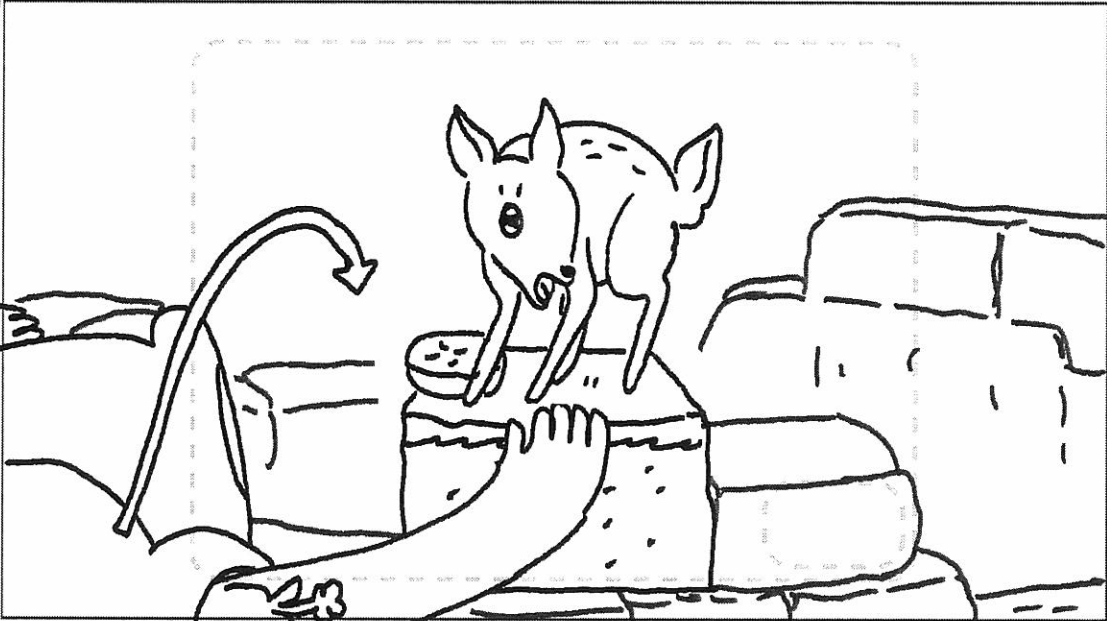
1025-168

ADVENTURE

TIME



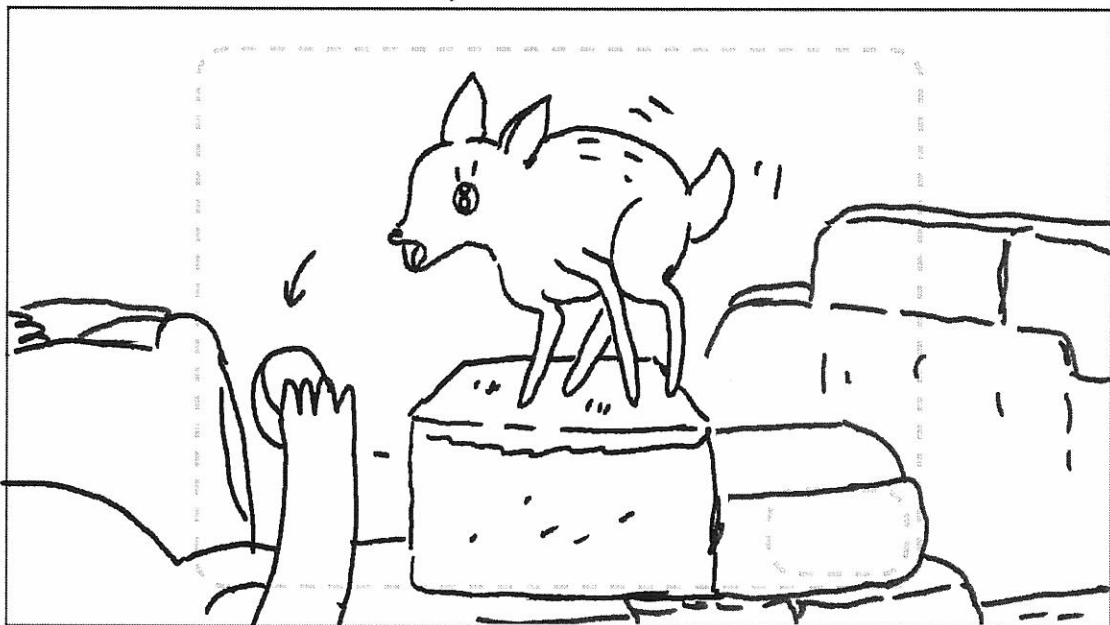
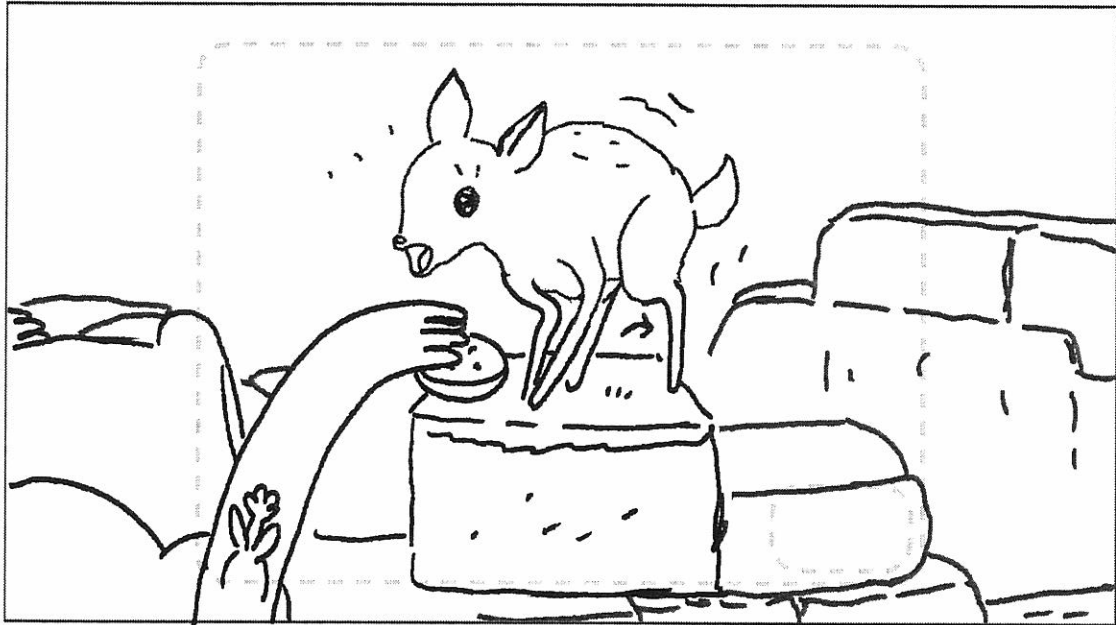
SC. 61  
PNL. F



ADVENTURE TIME



Sc. 61 Pnl. G Bg. day night Sc. 61 Pnl. H Bg. day night



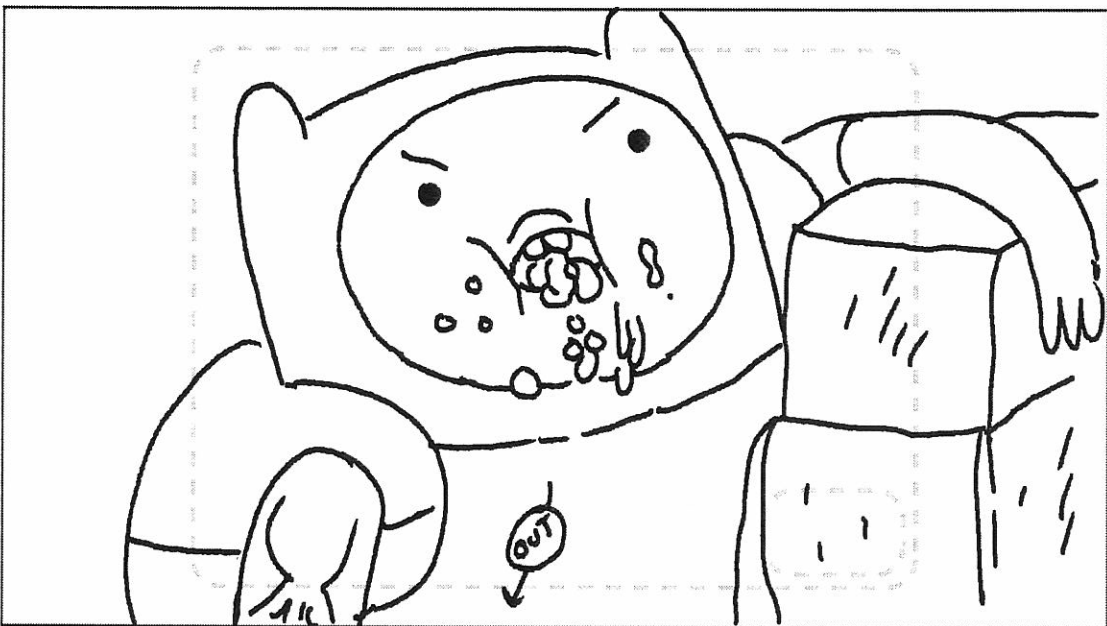
Dialog:
♪ DADDY'S GOT AN ARM ,
Action:
FINN GRABS APPLE SLICE
Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Sc. 62                      Pnl. A                      Bg.                      day    night                      Sc. 62                      Pnl. B                      Bg.                      day    night



Dialog:	AND BABY'S
Action:	
Timing:	



ADVENTURE TIME

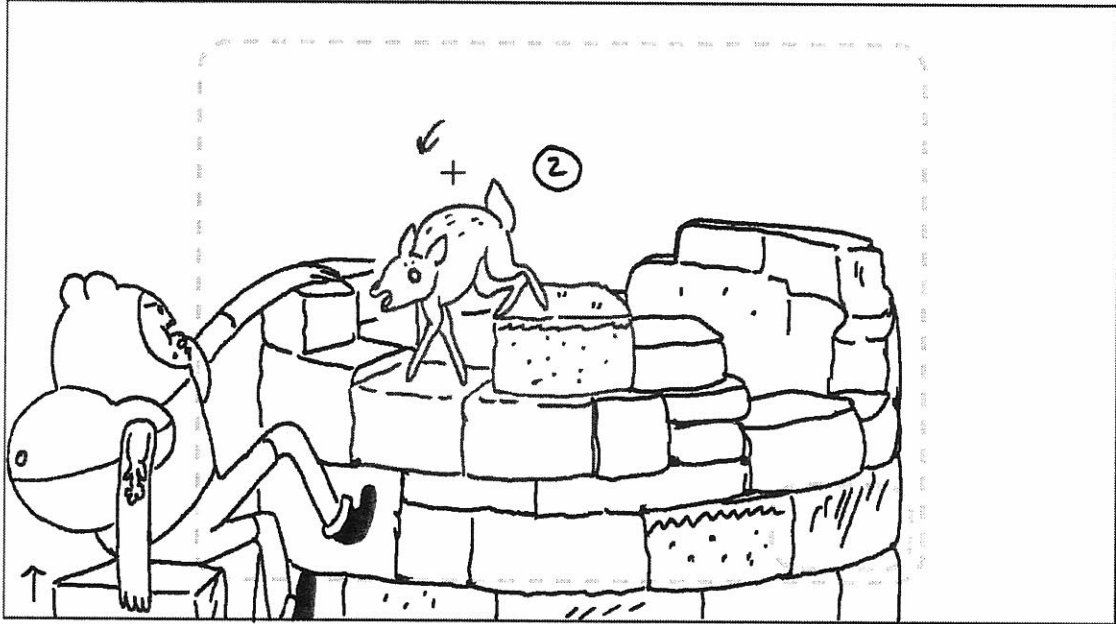


Sc. 63

Pnl. A

Bg.

day night

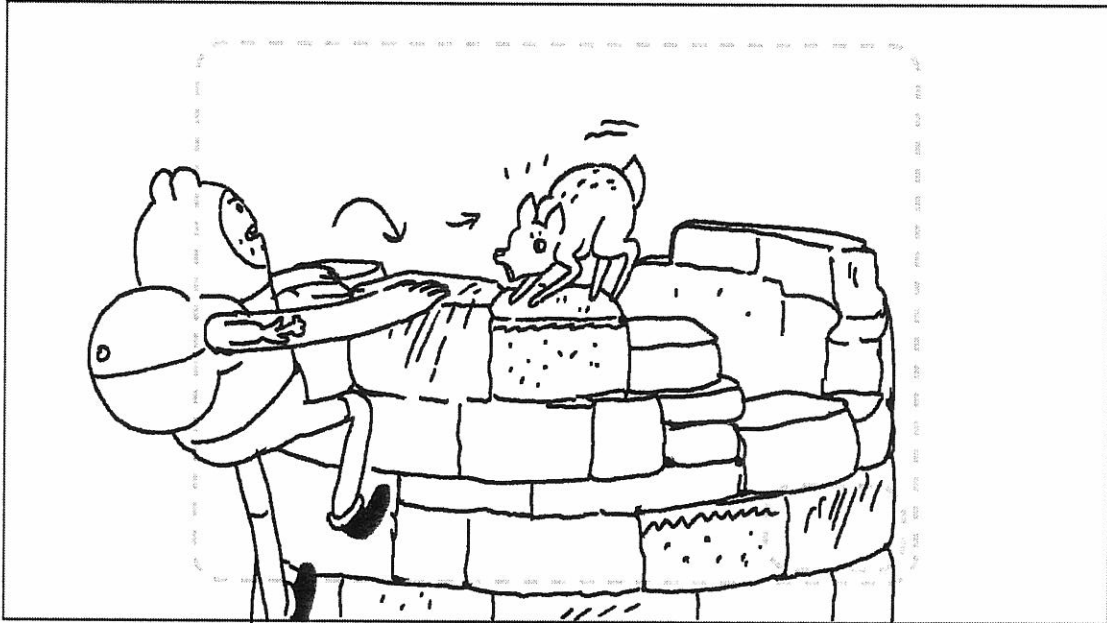


Sc. 63

Pnl. B

Bg.

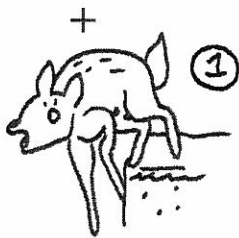
day night



Dialog:

♪ GONNA HARM , HIS ARM , ♪ ♪ ♪

Action:



~ YOU WOULDN'T BELIEVE HOW  
~ SCARED THIS PREMIE DEER IS. ~

Timing:

ADVENTURE TIME

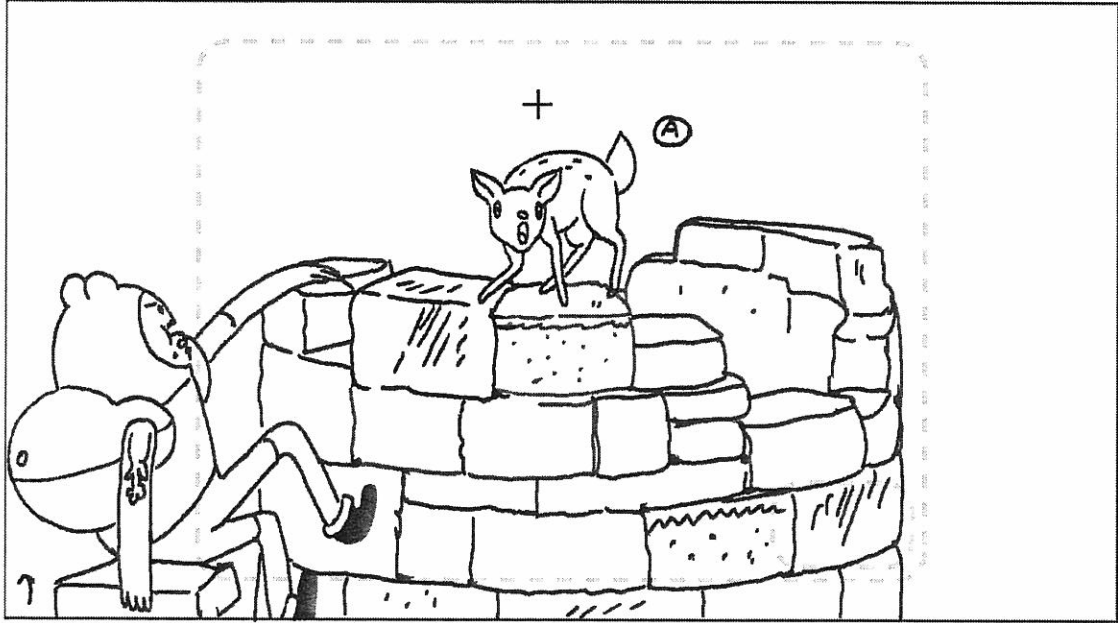


Sc. 63

Pnl. C

Bg.

day night

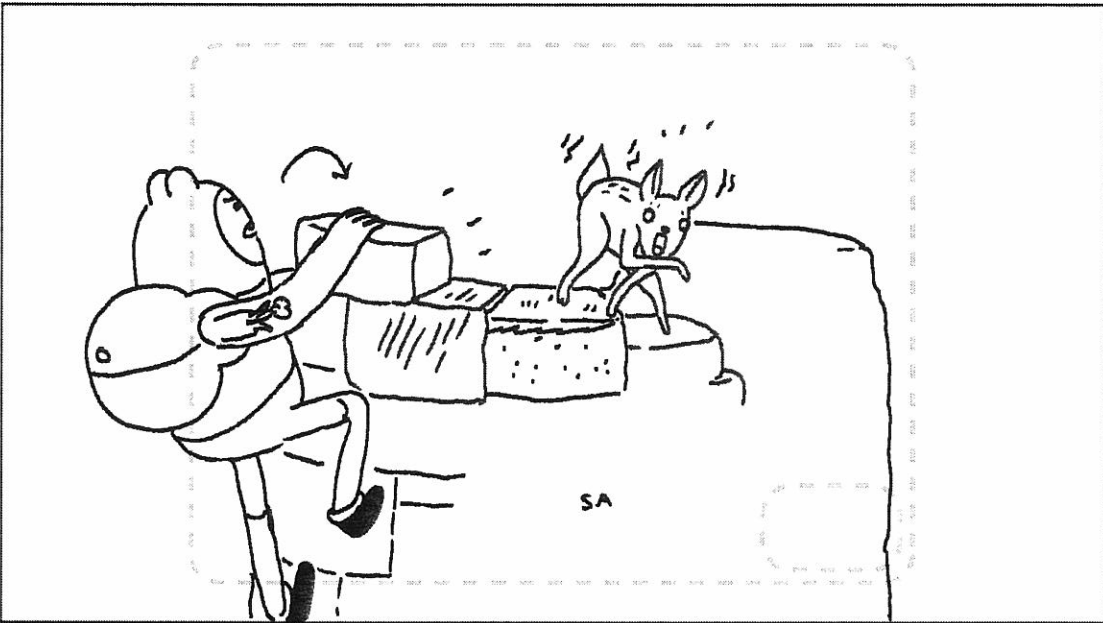


Sc. 63

Pnl. D

Bg.

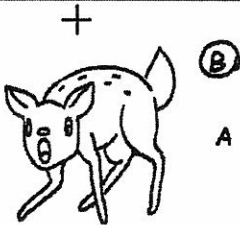
day night



Dialog:

Action:

Timing:



ABABABAB- REAL FAST

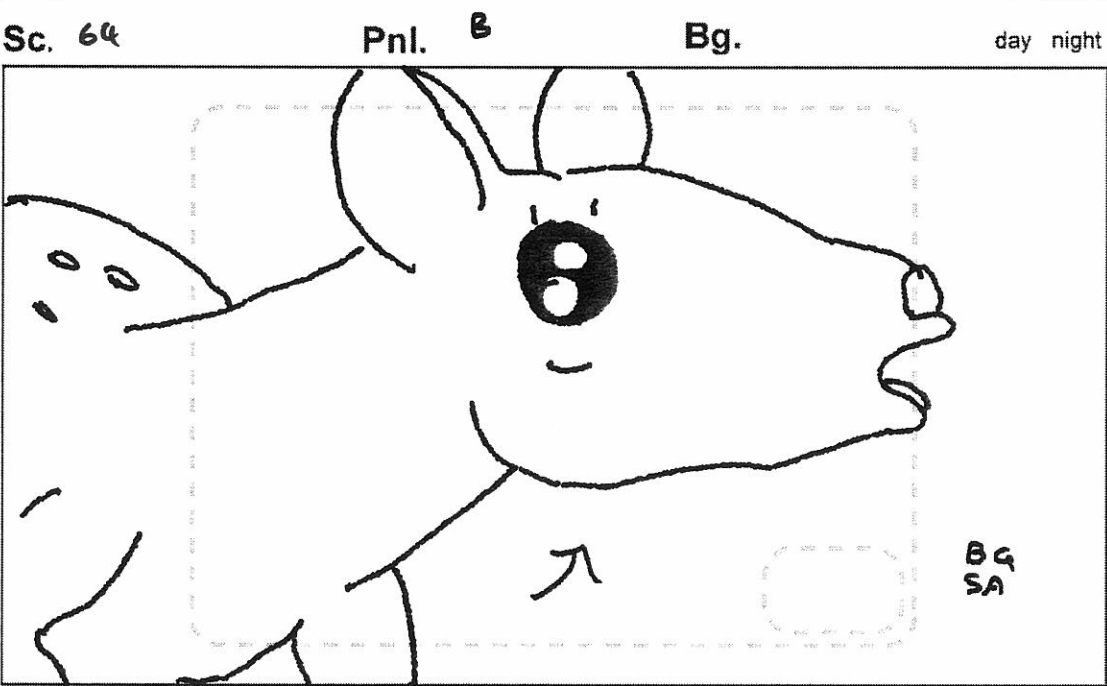
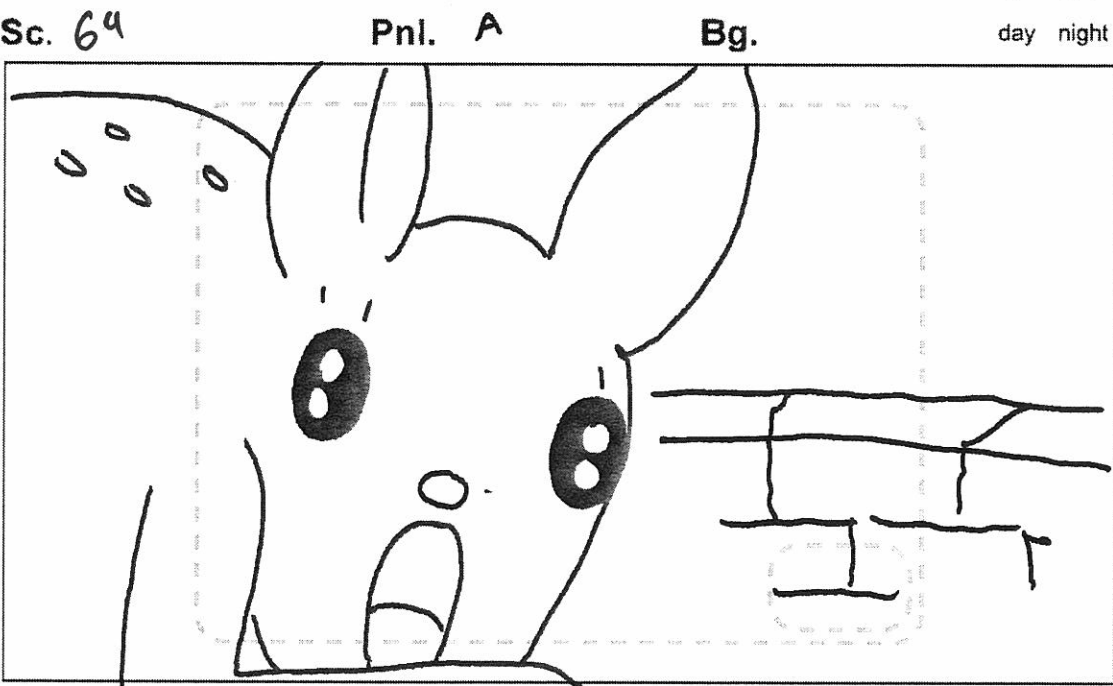
1025-168

EPISODE #

Production :

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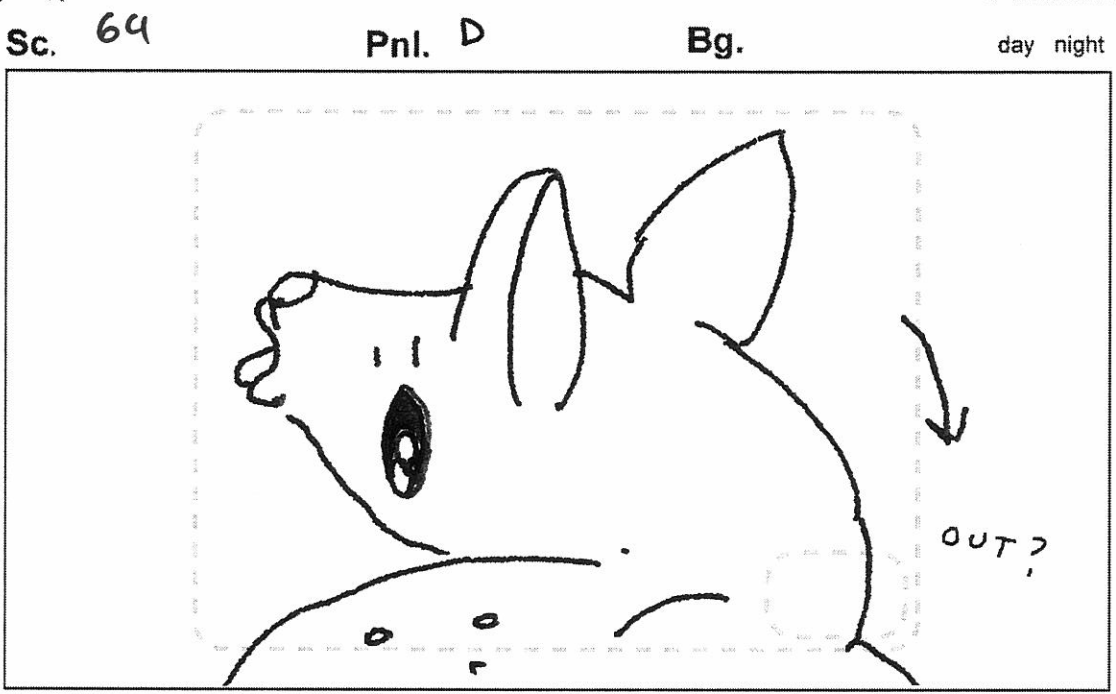
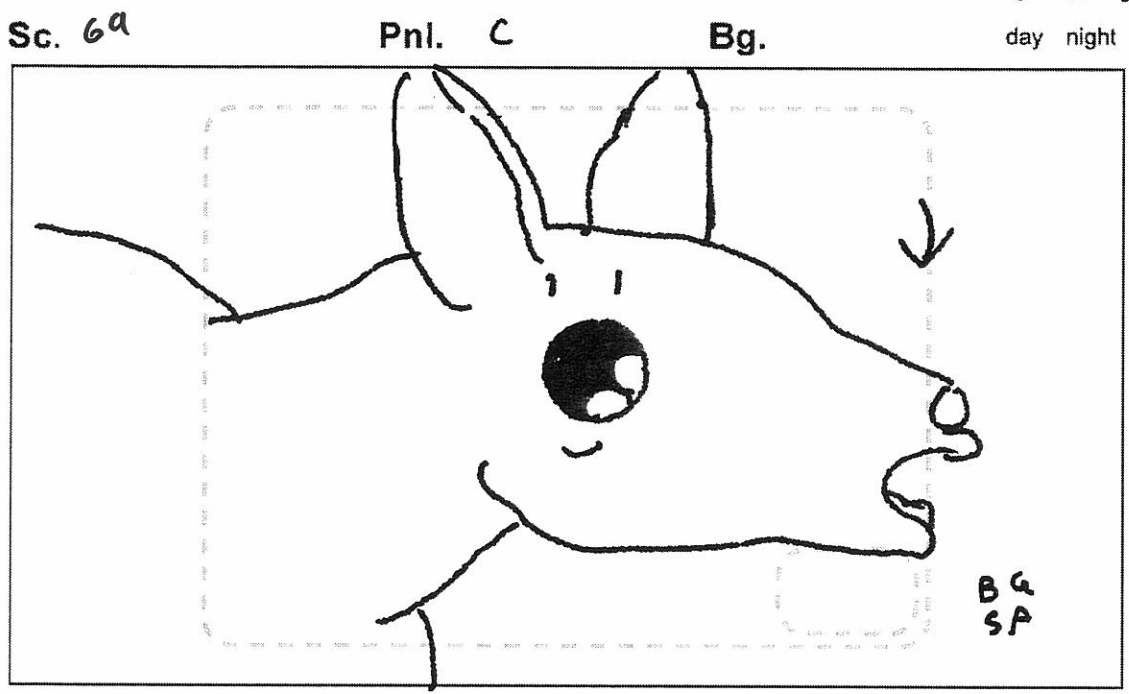
ADVENTURE TIME



Dialog:
Action: <div>START pos. BREATHING FAST</div>
Timing:

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ADVENTURE TIME



Dialog:	E BY TEARING IT OFF	
Action:	LOOKS DOWN	PREMIE DEAR STARTS LOWERING ITSELF DOWN
Timing:		

Production :  
EPISODE #  
1025-168

# ADVENTURE TIME



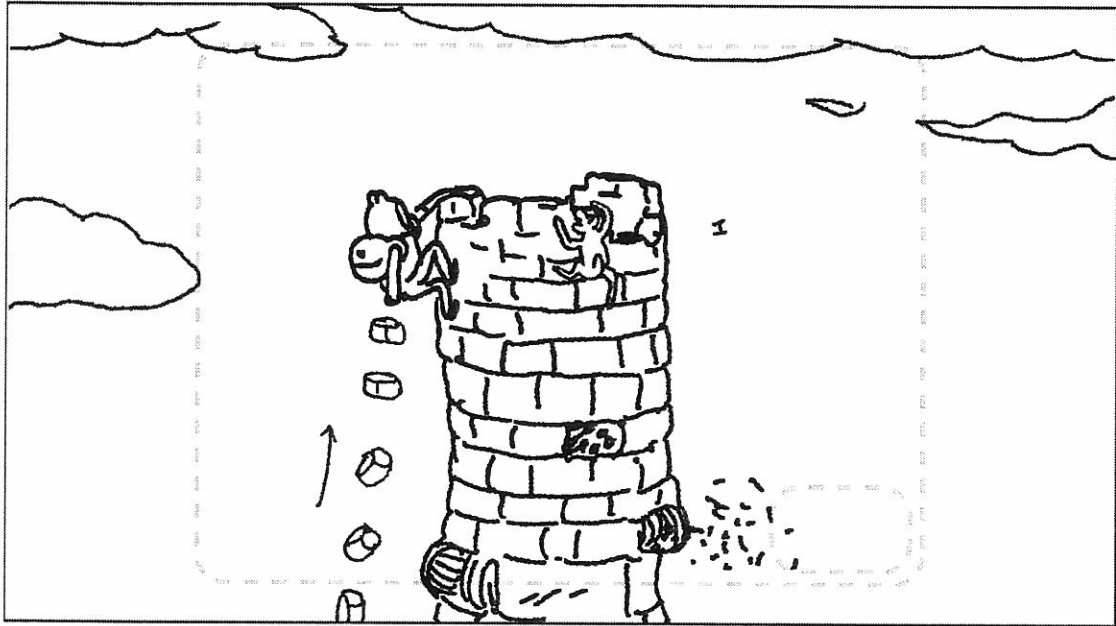
Page 111

Sc. 65

Pnl. A

Bg.

day night

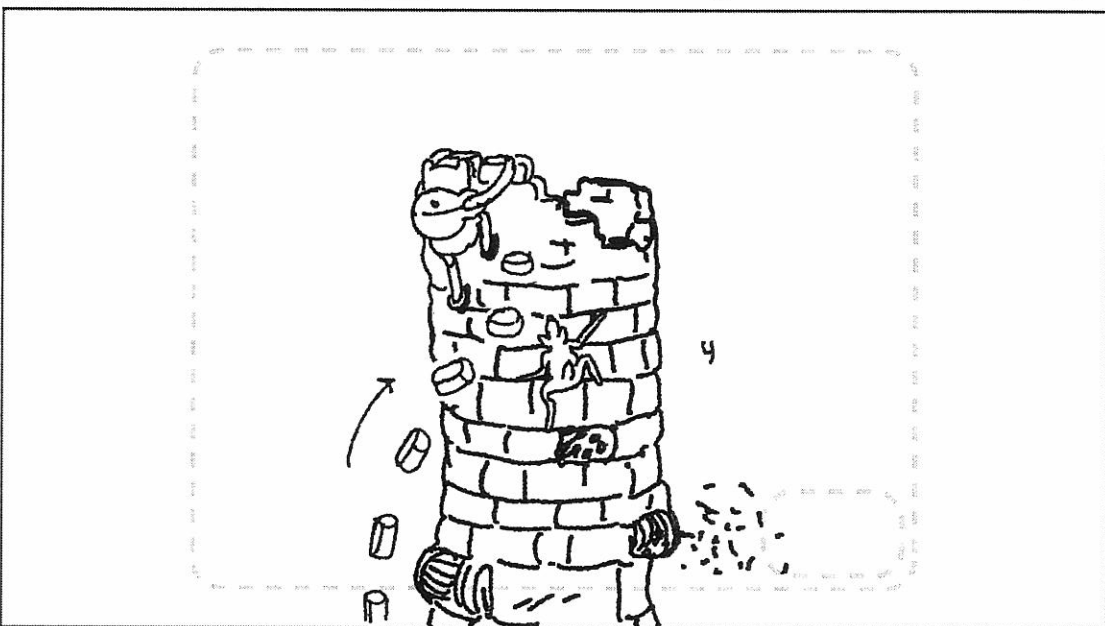


Sc. 65

Pnl. B

Bg.

day night



Dialog:

9

HIS D A A A D

1

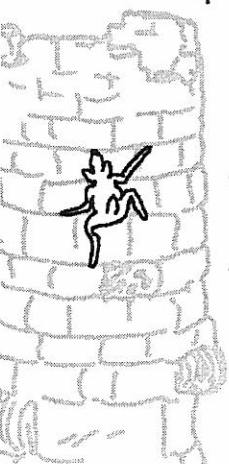
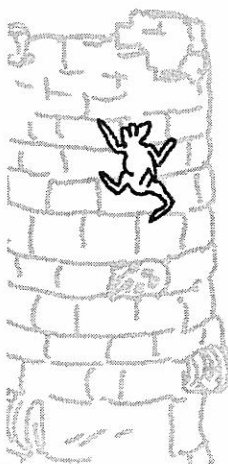
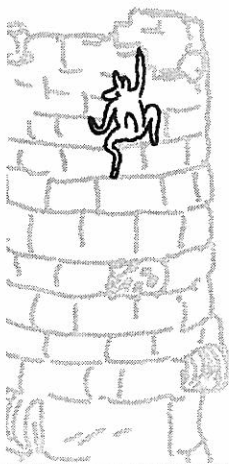
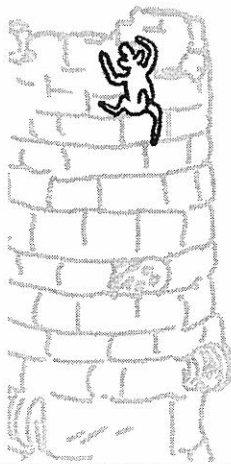
2

3

4

Action:

Timing:



- STARTS THE SONG AGAIN, AT A HIGHER OCTAVE,

"BABY'S BUILDING A TOWER INTO

SPACE - SECOND VERSE"

- DEER SHAKILY CLIMBS DOWN.

- FINN STILL BUILDING

EPISODE # 1025-168

Production :

# ADVENTURE TIME

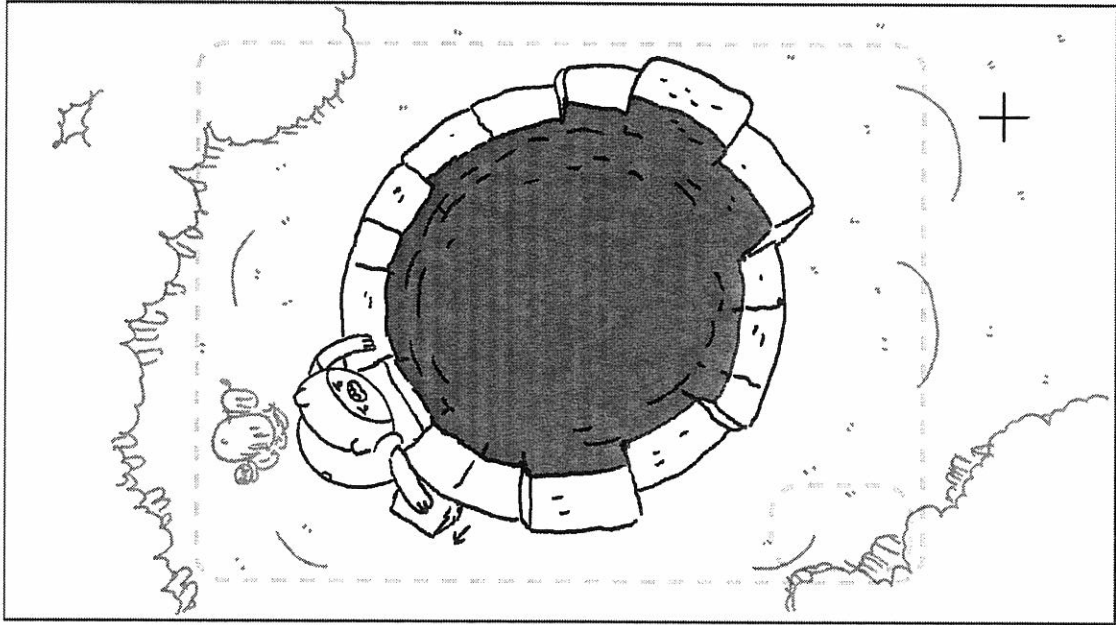


Sc. 66

Pnl. A

Bg.

day night

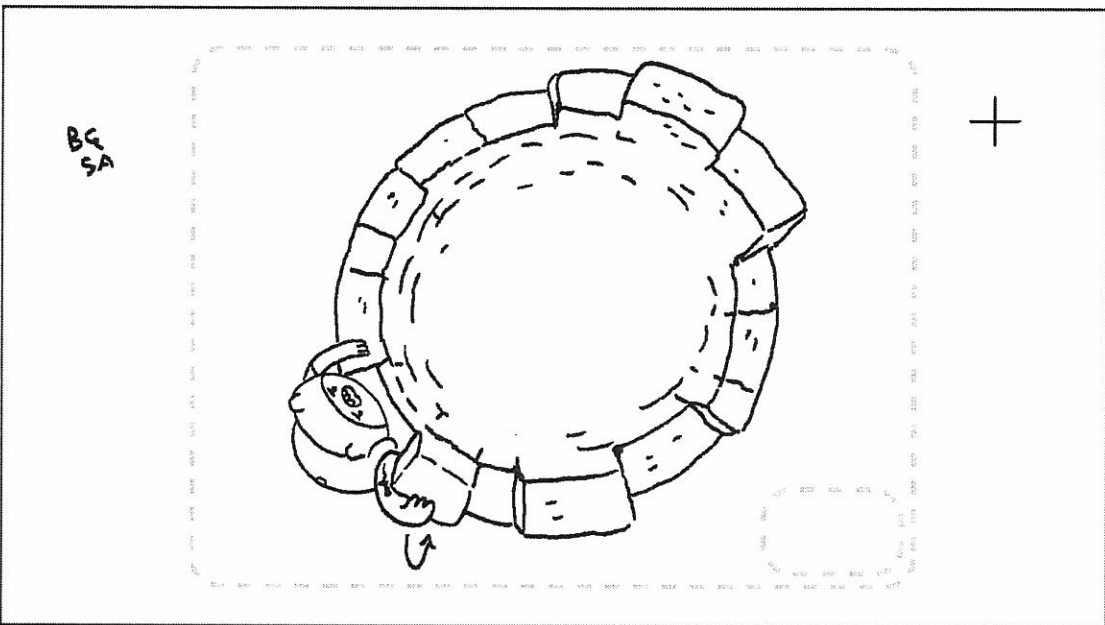


Sc. 66

Pnl. B

Bg.

day night



Dialog:

Action:

GRABS BRICK

LAYS BRICK

Timing:

EPISODE # 1025-168  
Production :

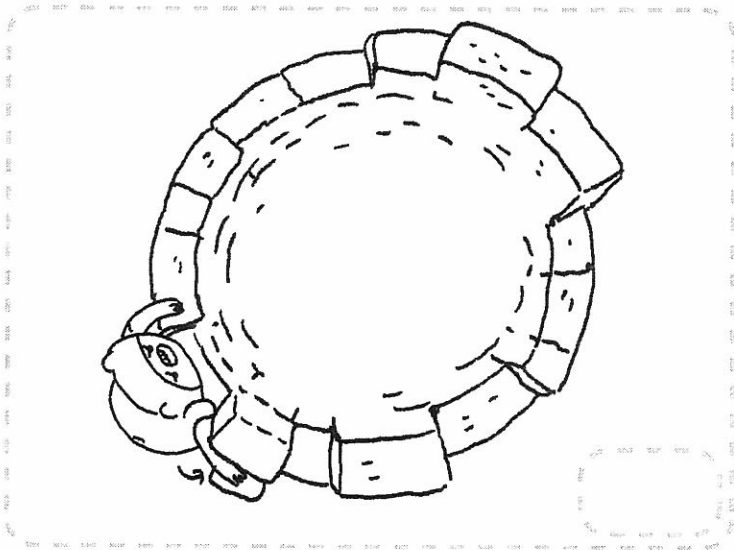
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ADVENTURE TIME



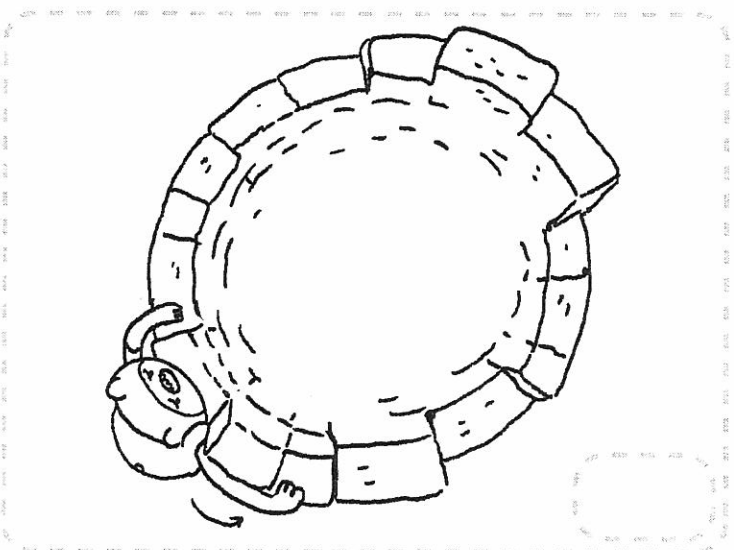
Sc. 66 Pnl. C Bg. day night

BE SA



Sc. 66 Pnl. D Bg. day night

BE SA



Dialog:
Action: <div>GRABS BRICKLAYS BRICK</div>
Timing:



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ADVENTURE TIME



Sc. 66

Pnl. E

Bg.

day night

Sc. 66

Pnl. F

Bg.

day night

Dialog:
Action: <div>SHIFTS OVERGRABS BRICK</div>
Timing:

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EPISODE #

Production :

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# ADVENTURE TIME

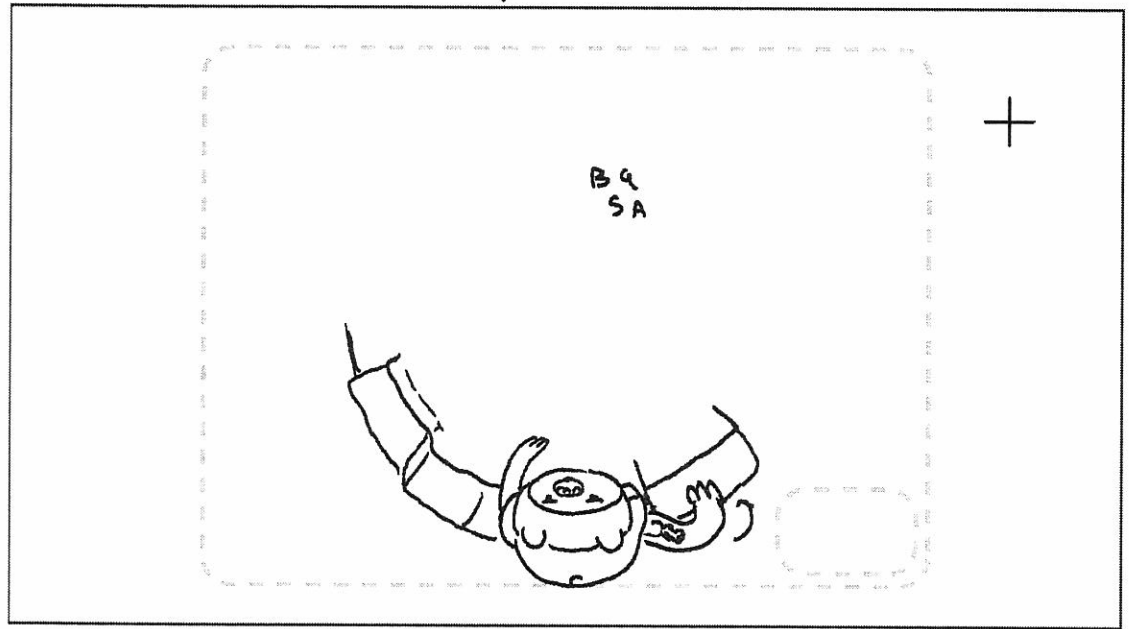


Sc. 66

Pnl. G

Bg.

day night

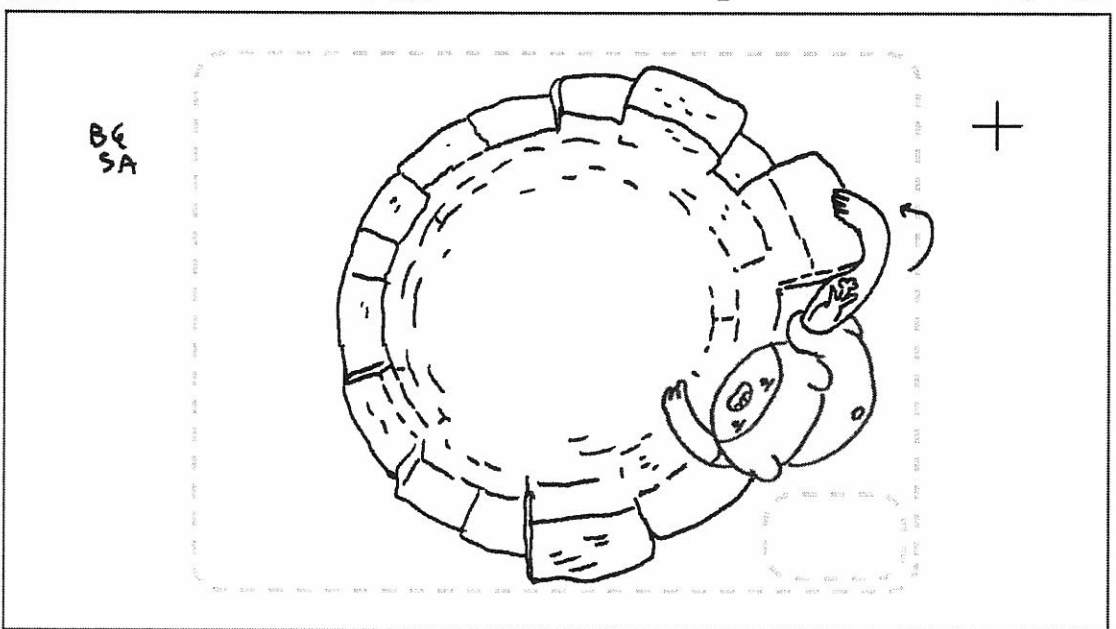


Sc. 66

Pnl. H

Bg.

day night



Dialog:
Action: <div>REFER TO PREVIOUS BRICK LAYING POSES</div> <div>END POSE,</div>
Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME

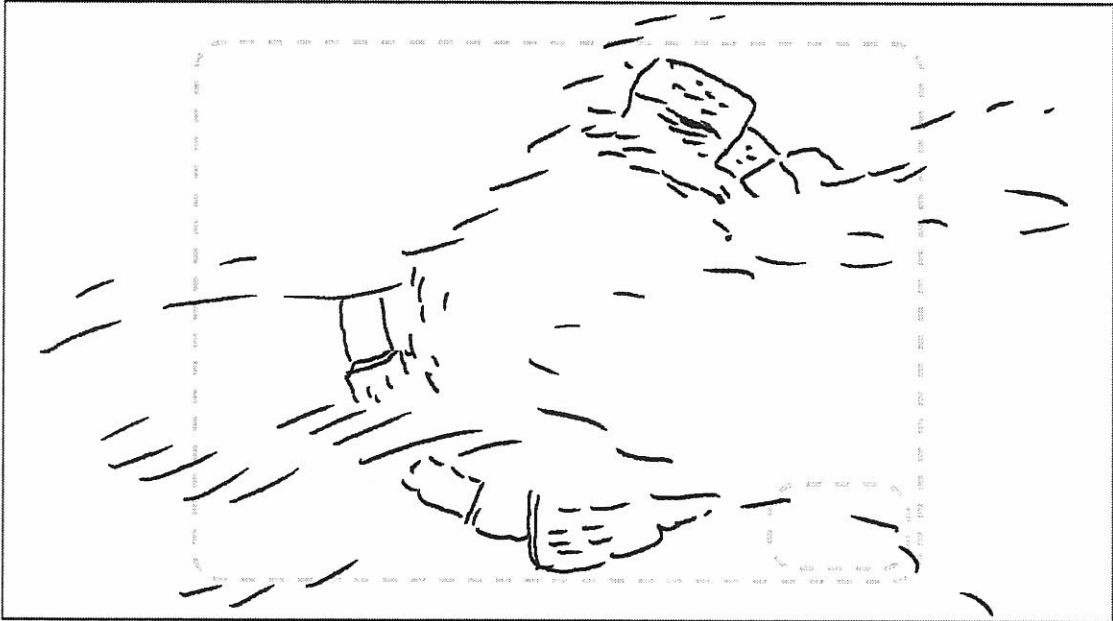


Sc. 66

Pnl. I

Bg.

day night

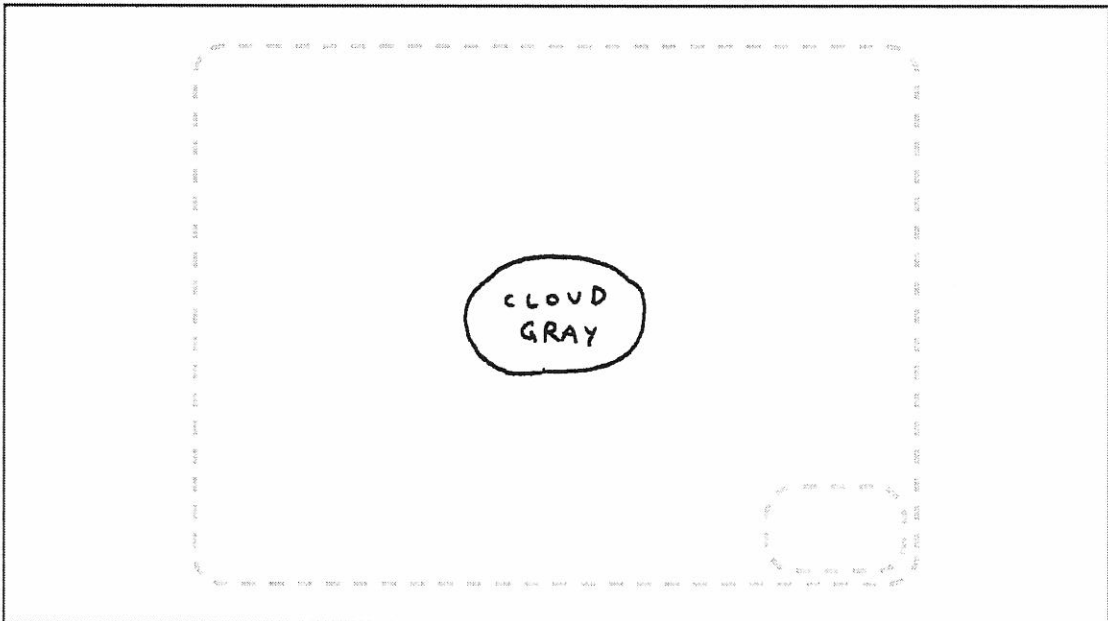


Sc. 66

Pnl. J

Bg.

day night



Dialog:

Action:

AS HE BUILDS TRANSLUCENT  
WHISPS OF CLOUD COME IN, . .

... AND FADES TO GRAY.

Timing:

= LIKE CLOUDS LOWER FROM  
BEHIND THE CAMERA. DO  
YOU THINK THIS'LL WORK? =

1025-168  
EPISODE #  
Production :

ADVENTURE TIME

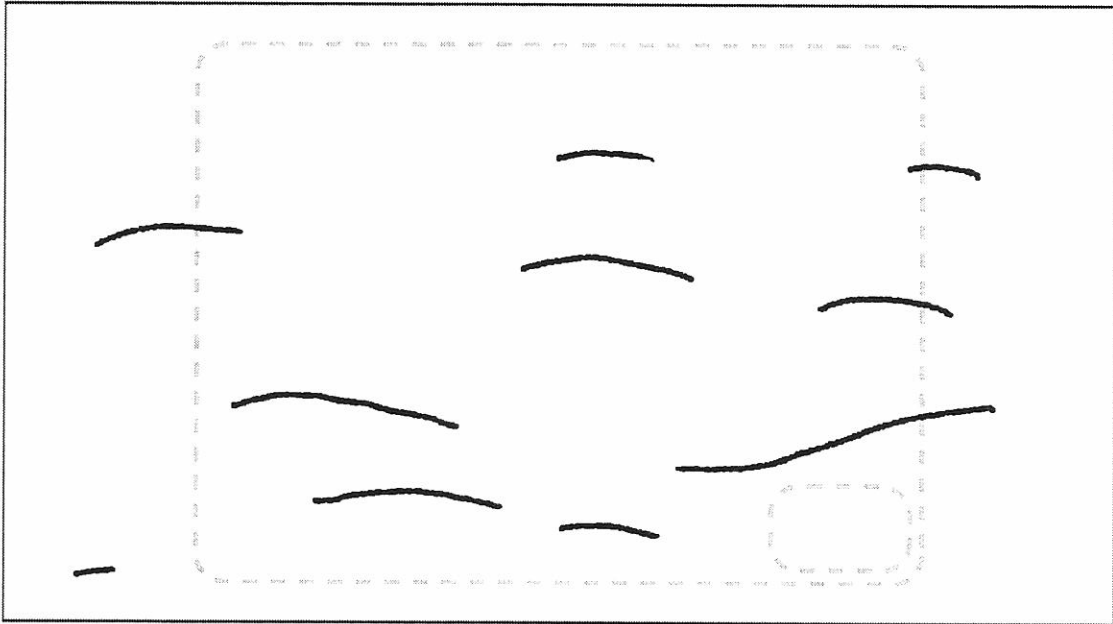


Sc. 67

Pnl. A

Bg.

day night



Sc. 67

Pnl. B

Bg.

day night



Dialog:
Action: <p>CLOUDS</p>
Timing:

# ADVENTURE TIME

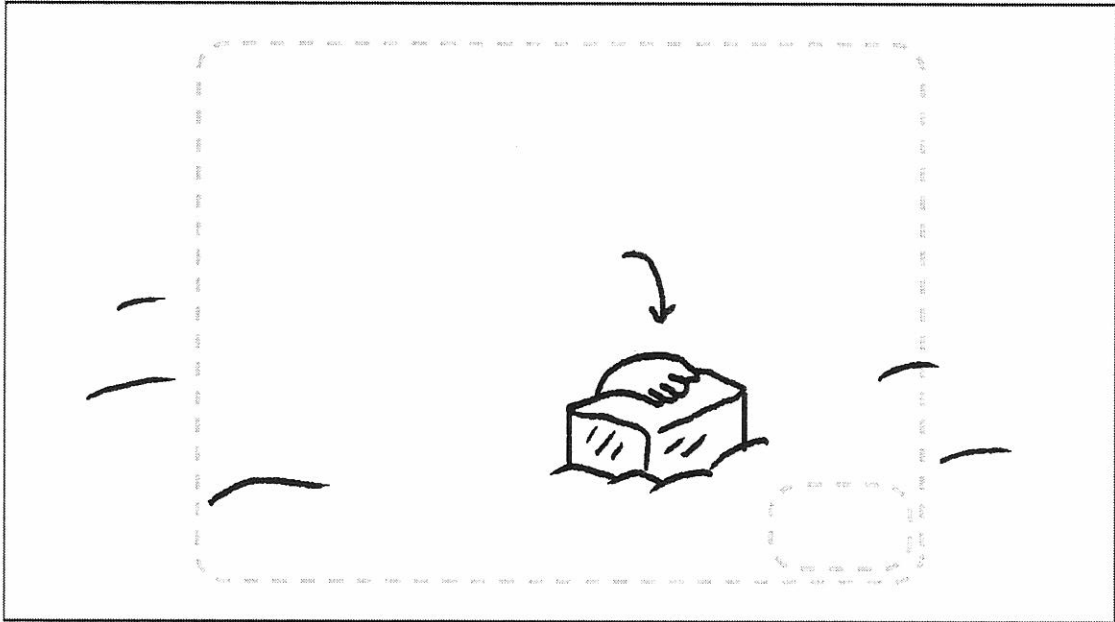


Sc. 67

Pnl. C

Bg.

day night

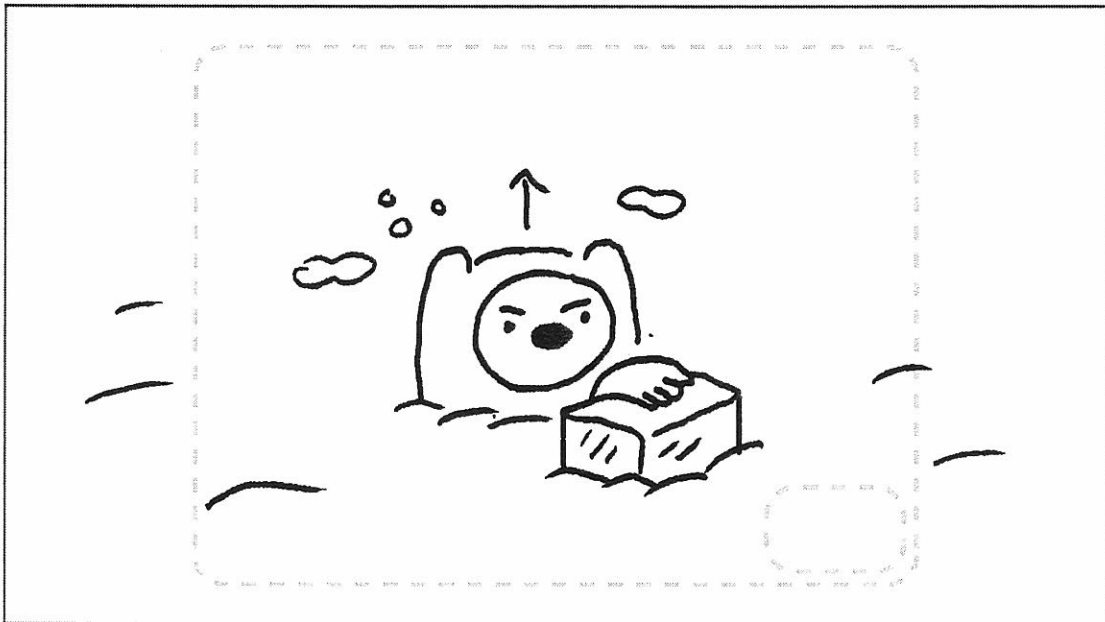


Sc. 67

Pnl. D

Bg.

day night



Dialog:

ⓔ / ♪ ♪ ♪ DAAAD! ♪

CARROLL

(o.s.)

AAAH!

Action:

SONG END.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME

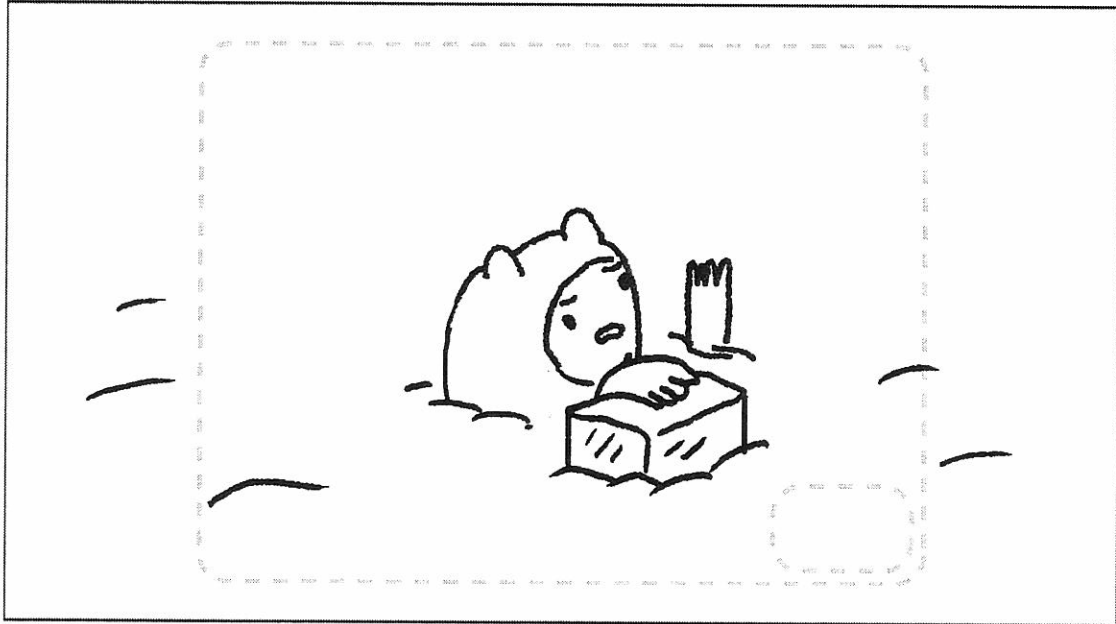


Sc. 67

Pnl. E

Bg.

day night

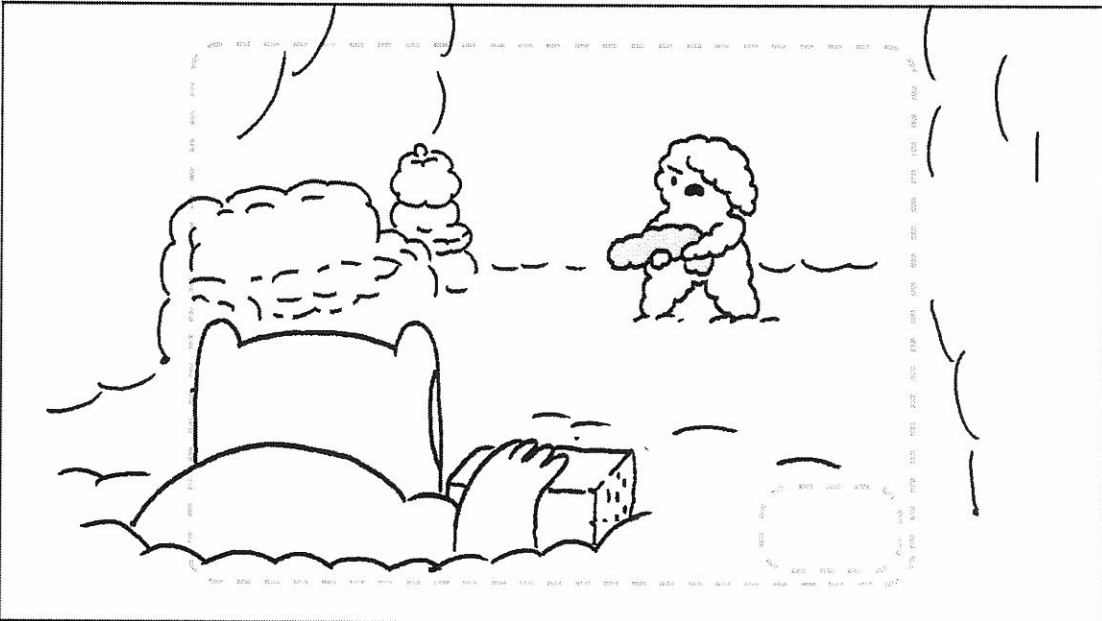


Sc. 68

Pnl. A

Bg.

day night



Dialog:	<p>Ⓔ / OH, HI. (A LITTLE CONFUSED)</p>	<p>CARROLL / GET OUTTA MY HOUSE OR I'M GONNA FACE BLAAAA.</p>
Action:		
Timing:		

1025-168

EPISODE #

Production :

ADVENTURE TIME

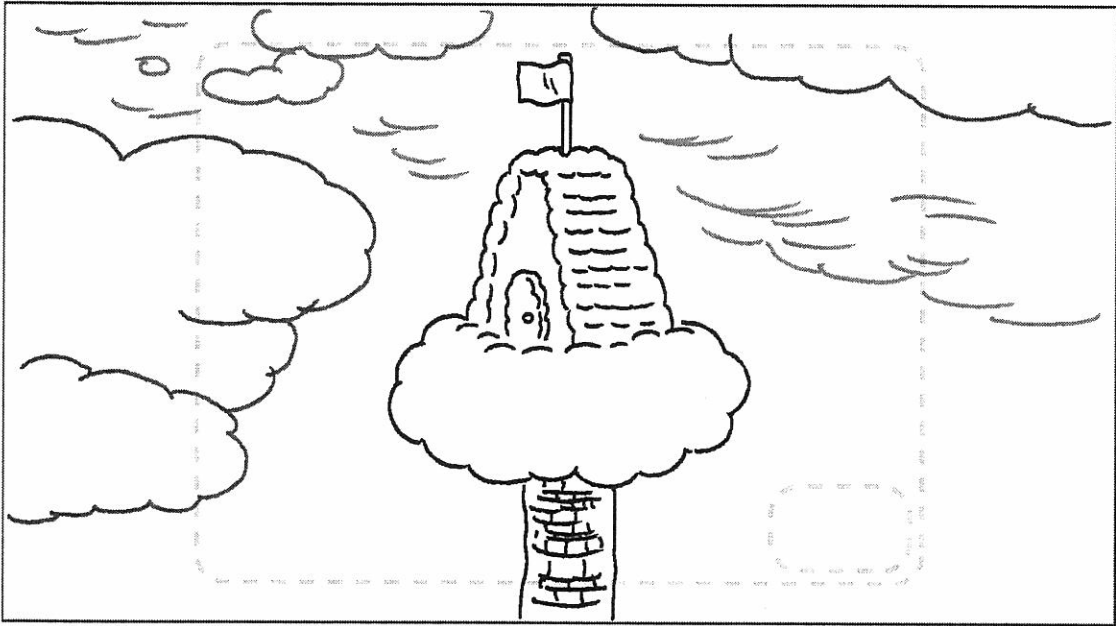


Sc. 69

Pnl. A

Bg.

day night

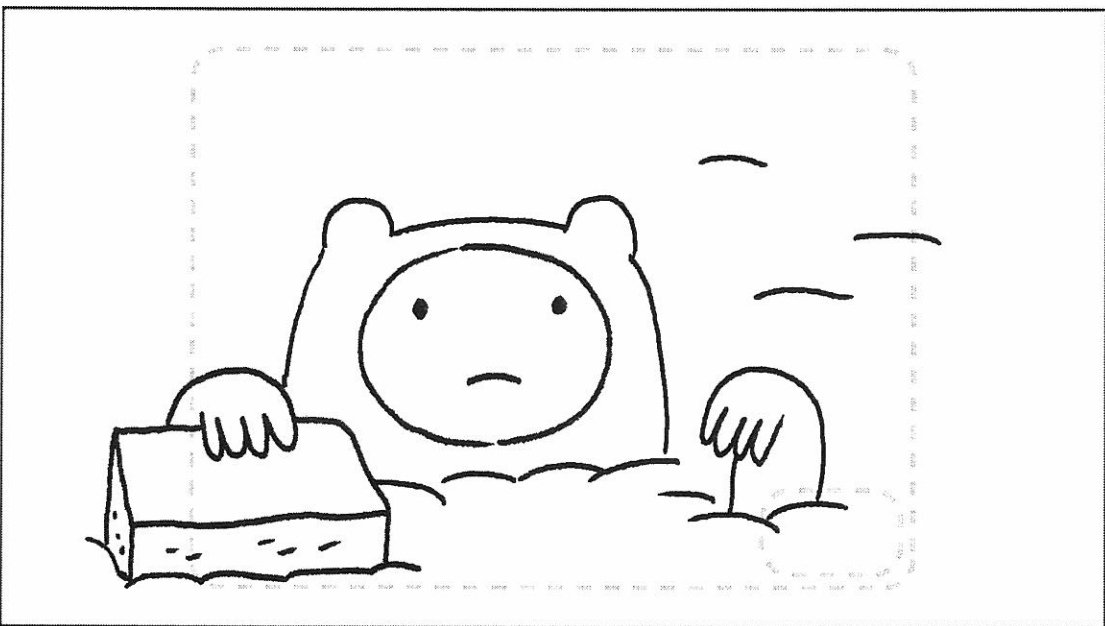


Sc. 70

Pnl. A

Bg.

day night



Dialog:

©/- AAAAA AA AAAA SSST YOU.  
(MONOTONISH)

Action:

Timing:



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# ADVENTURE TIME

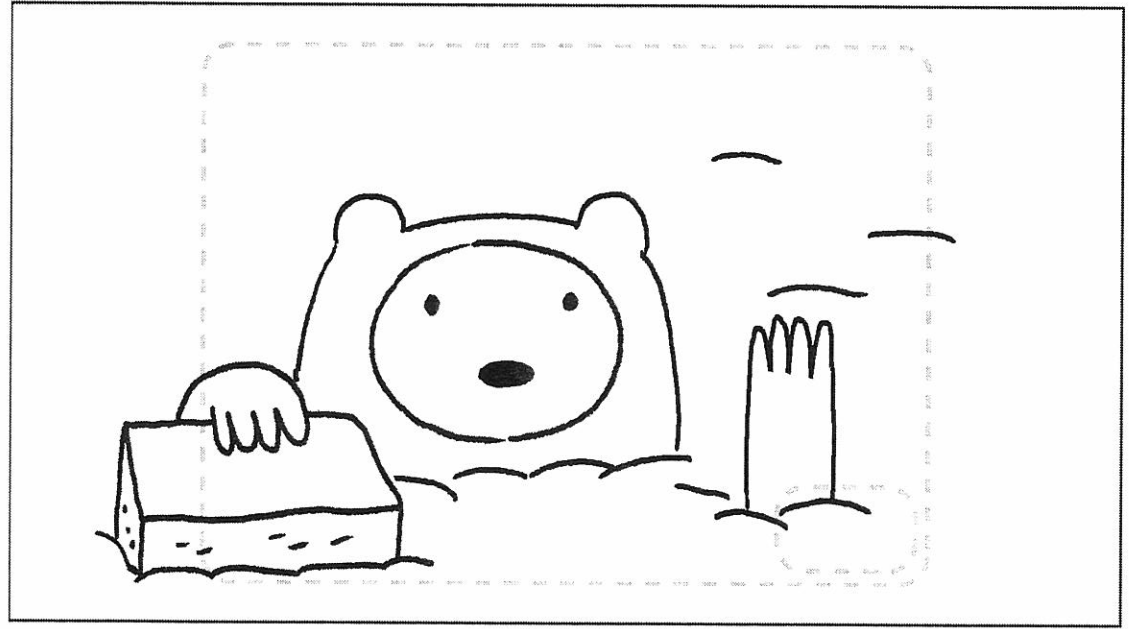


Sc. 70

Pnl. B

Bg.

day night

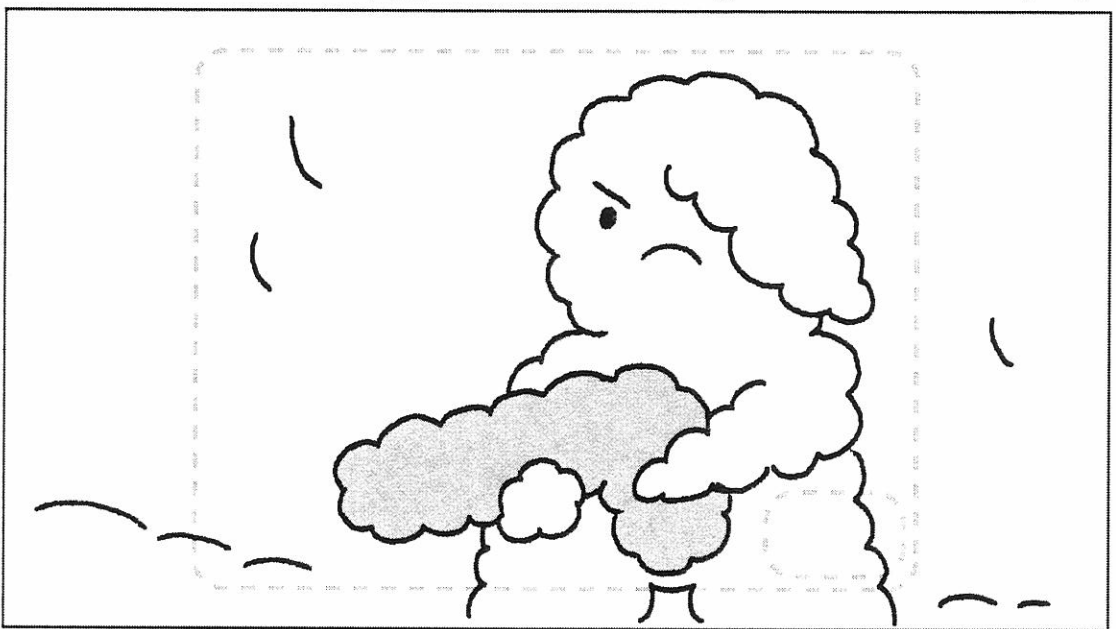


Sc. ~~70~~ 71

Pnl. A

Bg.

day night



Dialog:

Ⓕ/ Hi.

Action:

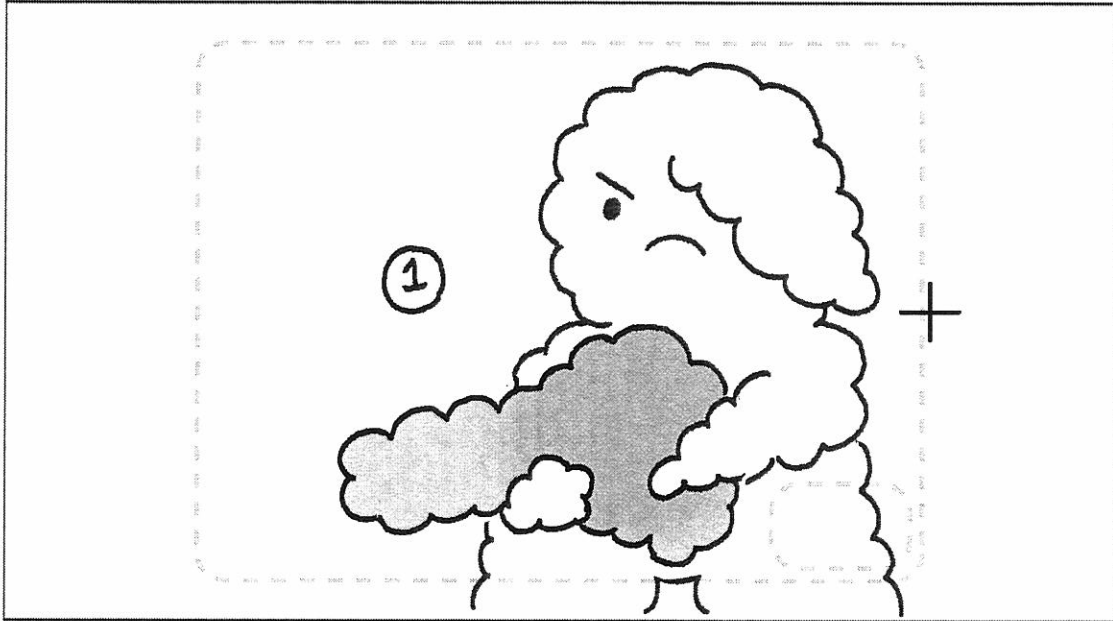
Timing:

EPISODE # 1025-168  
Production :

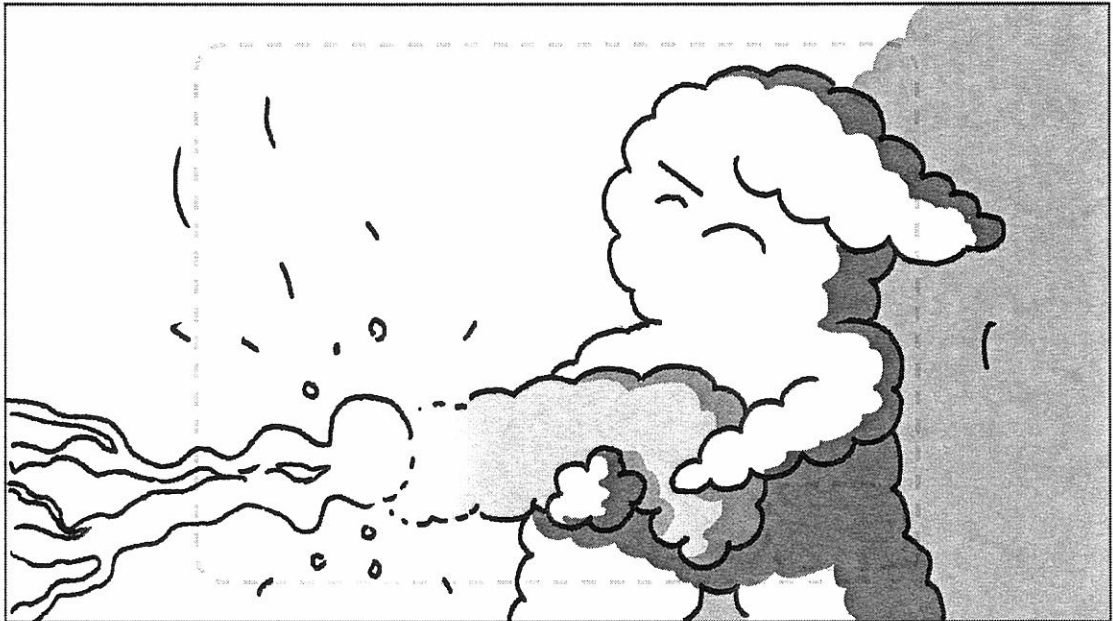
ADVENTURE TIME



Sc. 71 Pnl. C Bg. day night



Sc. 71 Pnl. D Bg. day night



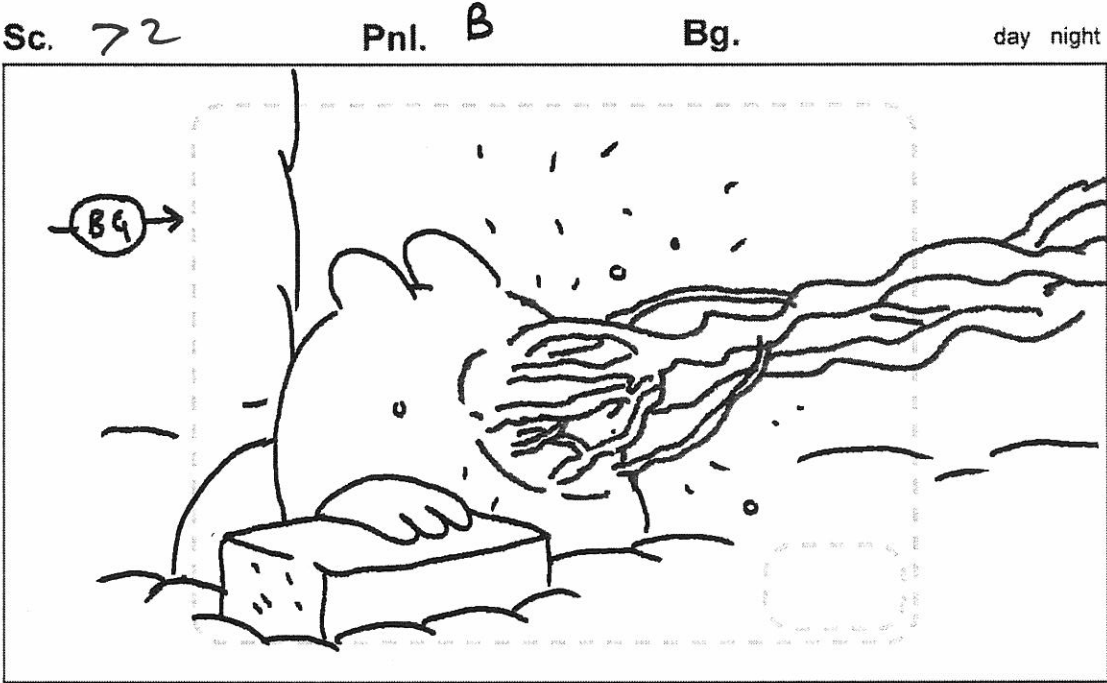
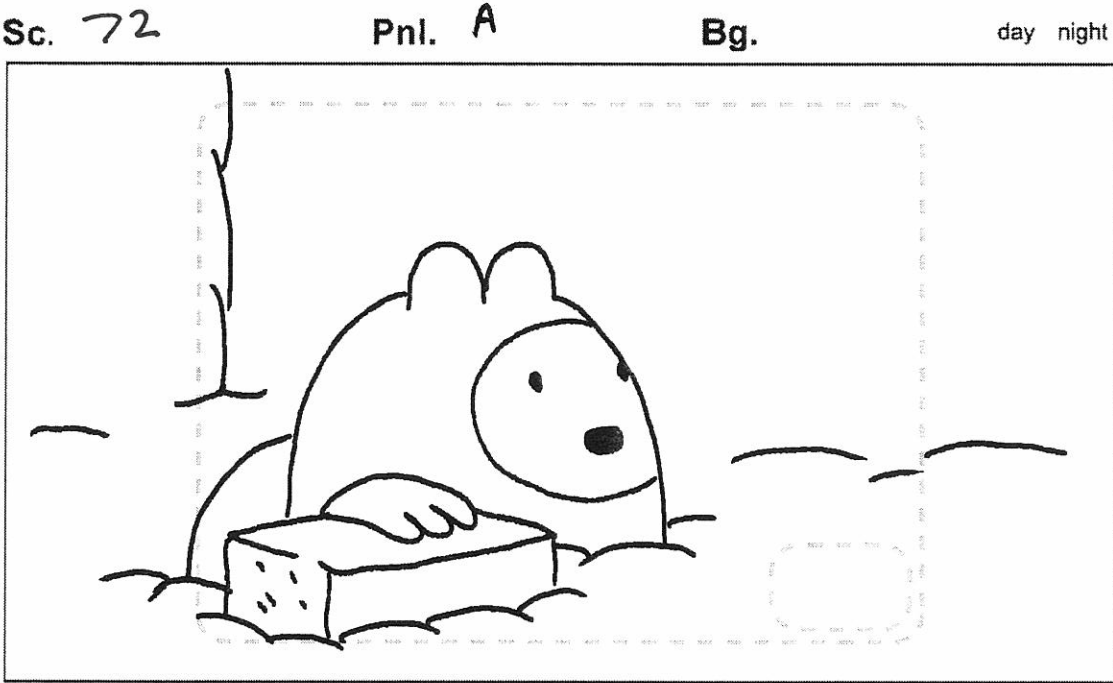
Dialog: (SFX) / BOOM! BOOM! BOOM!

Action: FAST! REAL FAST, (2) +

Timing: LOTS OF POWER (2) +

EPISODE # 1025-168 Production :

ADVENTURE TIME



Dialog:	(F) HELLO- (CUT OFF) (SFX) / [lightning sound effects]
Action:	- THE LIGHTNING DOESN'T TRAVEL, IT JUST APPEARS LIKE REAL LIGHTNING. (B4 STARTS CREEPIN' →)
Timing:	SAME IN PREV. SC. (SO THIS SC. HAPPENS AT THE SAME TIME AS THE PREV. SC.)

ADVENTURE TIME

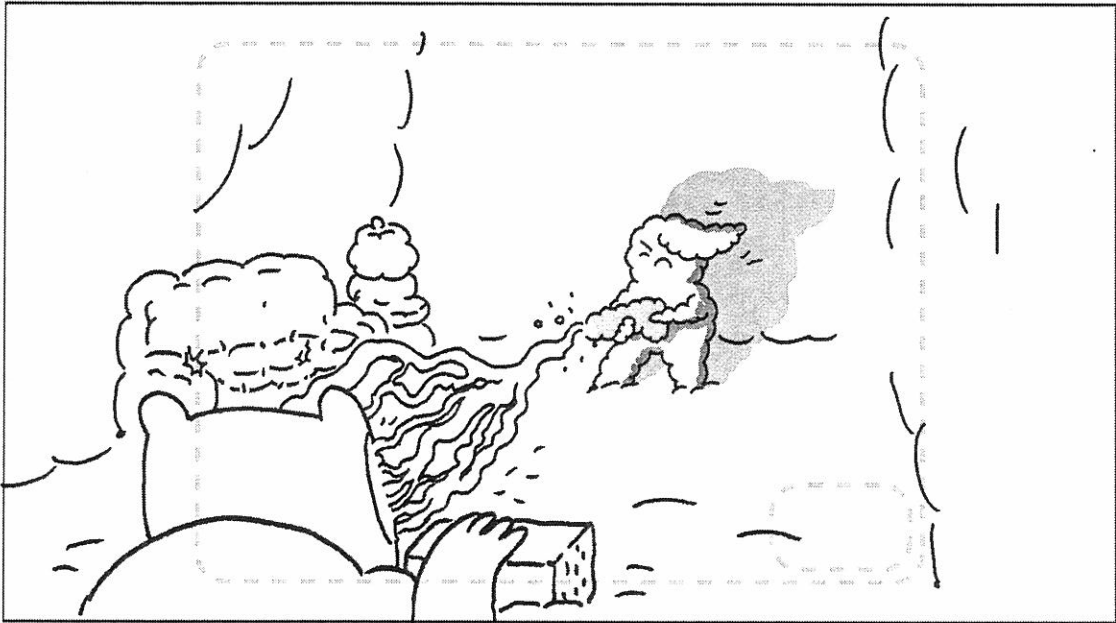


Sc. 73

Pnl.

Bg.

day night

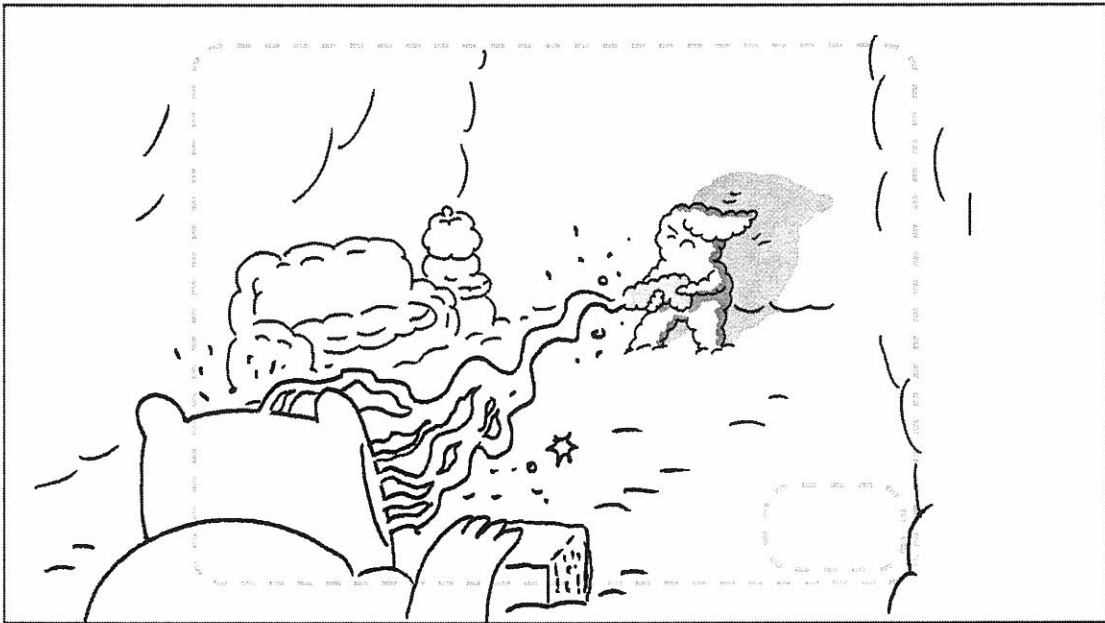


Sc. 73

Pnl.

Bg.

day night



Dialog:

(SFX) / BB ZZZZ A RR ZZZZ ZZ RR ZZZ RR RT.!

Action:

Timing:

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EPISODE #

Production :

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ADVENTURE TIME



Sc. 73

Pnl.

Bg.

day night

CLOUD  
WHITE,  
(SAME COLOUR  
OF CARROLL'S  
WALLS)

Sc. 73

Pnl.

Bg.

day night

Dialog:
Action:
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME

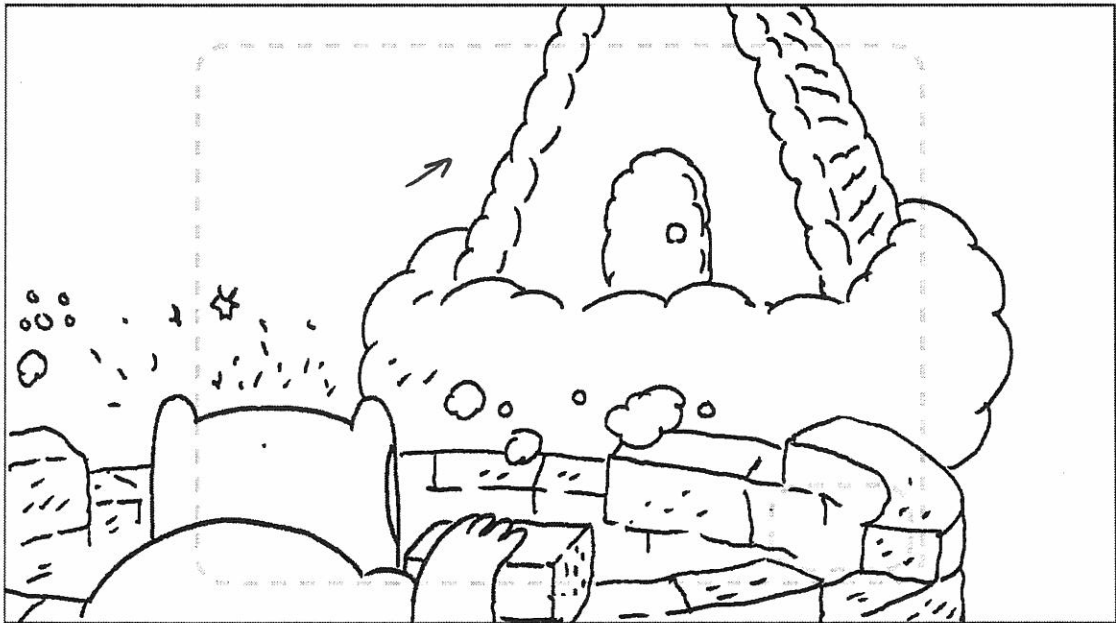


Sc. 73

Pnl.

Bg.

day night

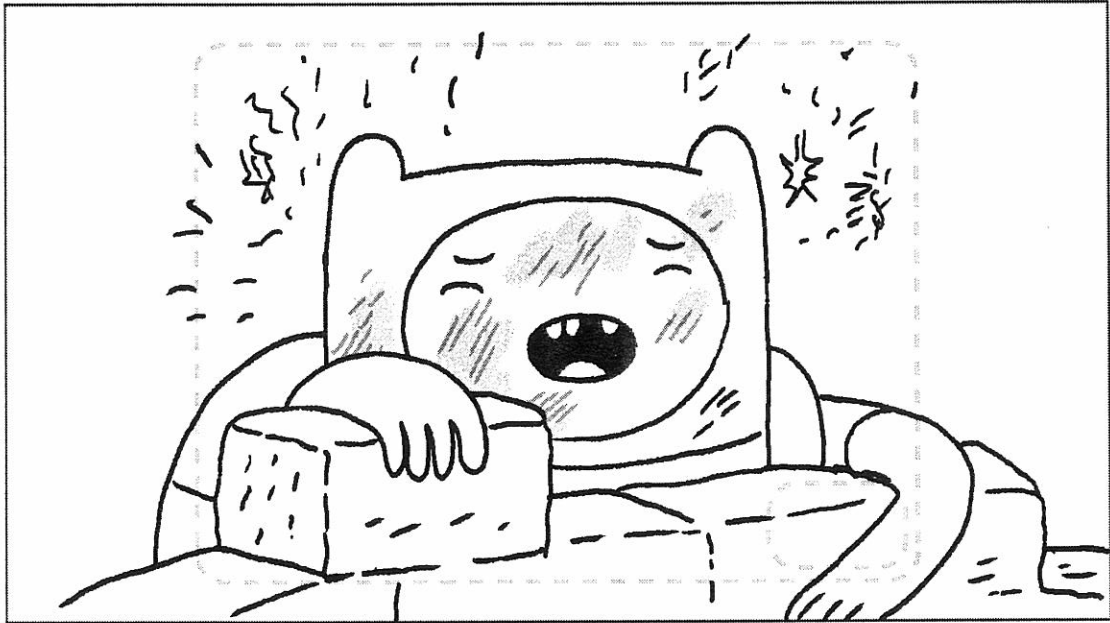


Sc. 74

Pnl. A

Bg.

day night



Dialog:

ⓔ | WAH.

Action:

Timing:

EPISODE # 1025-168  
Production :



ADVENTURE TIME



Sc. 74

Pnl. B

Bg.

day night

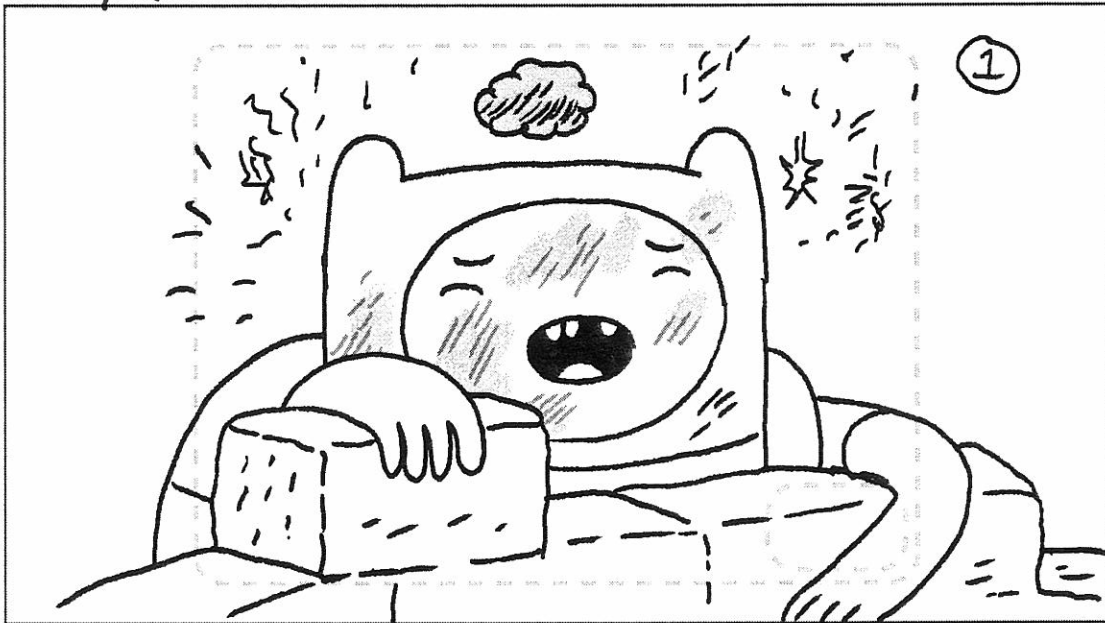


Sc. 74

Pnl. C

Bg.

day night



Dialog:

(SFX) / BZZT!

Action:

Timing:

(SFX) / PFF!



②

EPISODE #

Production :

1025-168



ADVENTURE TIME

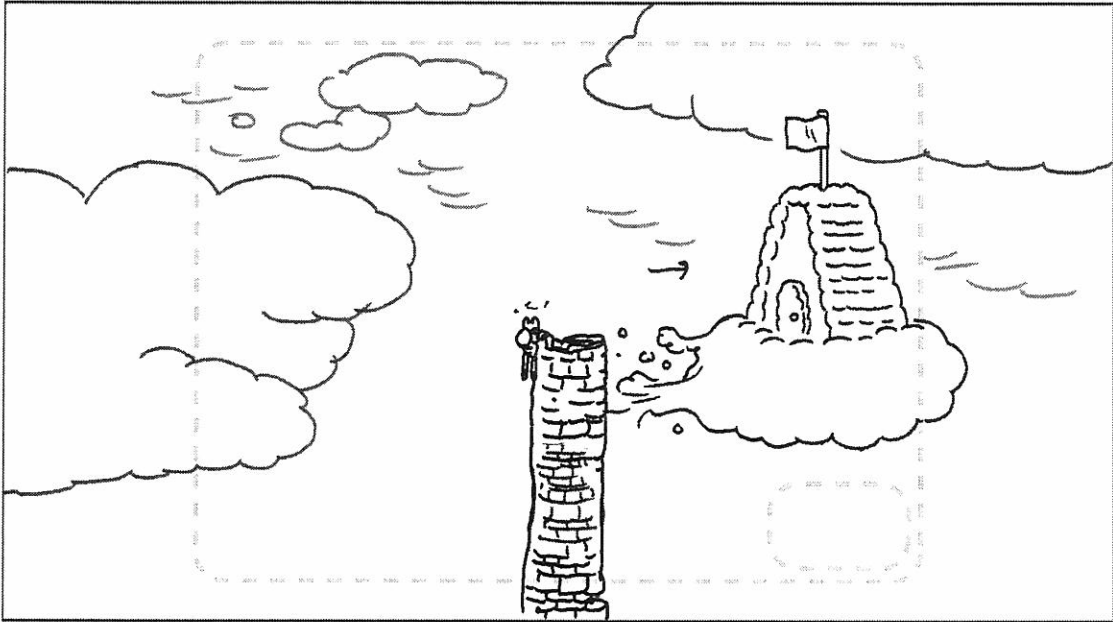


Sc. 75

Pnl. A

Bg.

day night

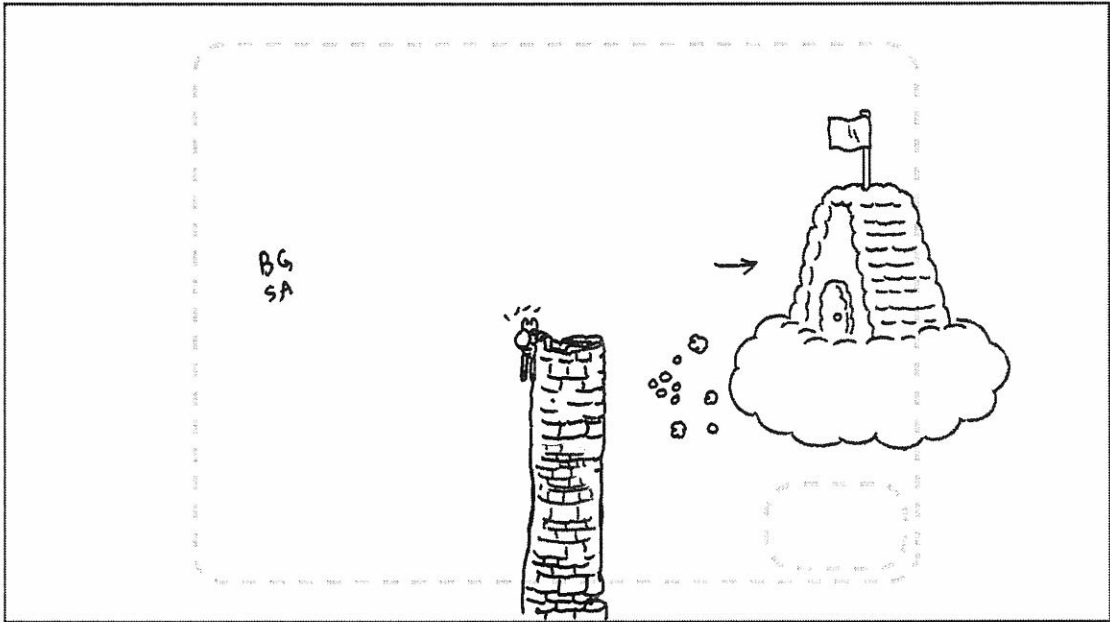


Sc. 75

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



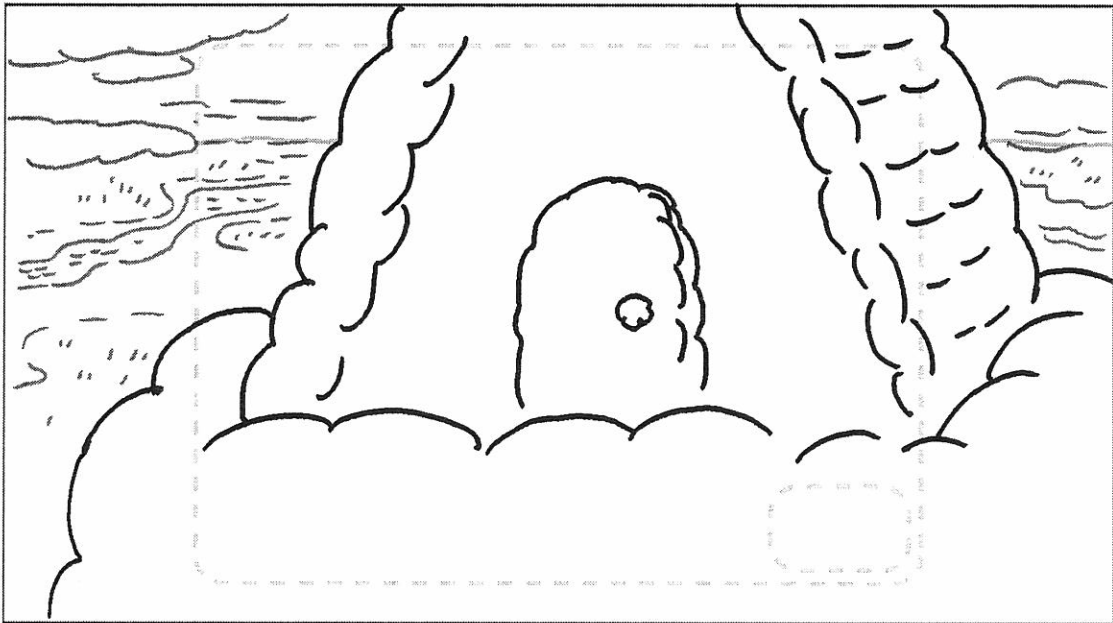
Page 129

Sc. 76

Pnl. A

Bg.

day night

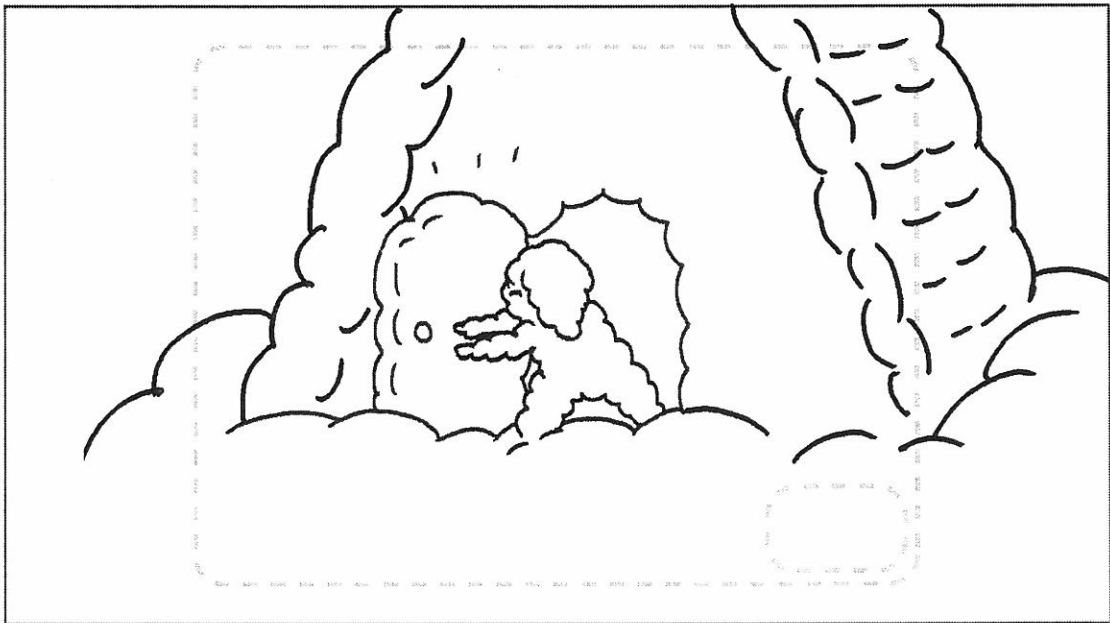


Sc. 76

Pnl. B

Bg.

day night



Dialog:

(SFX) / BANG! /

Action:

BURSTS OUT OF HER HOUSE

Timing:

cloud is STILL DRIFTING  
BACKWARDS THROUGH THIS SC. (END POS. @ PANEL F)

1025-168

EPISODE #

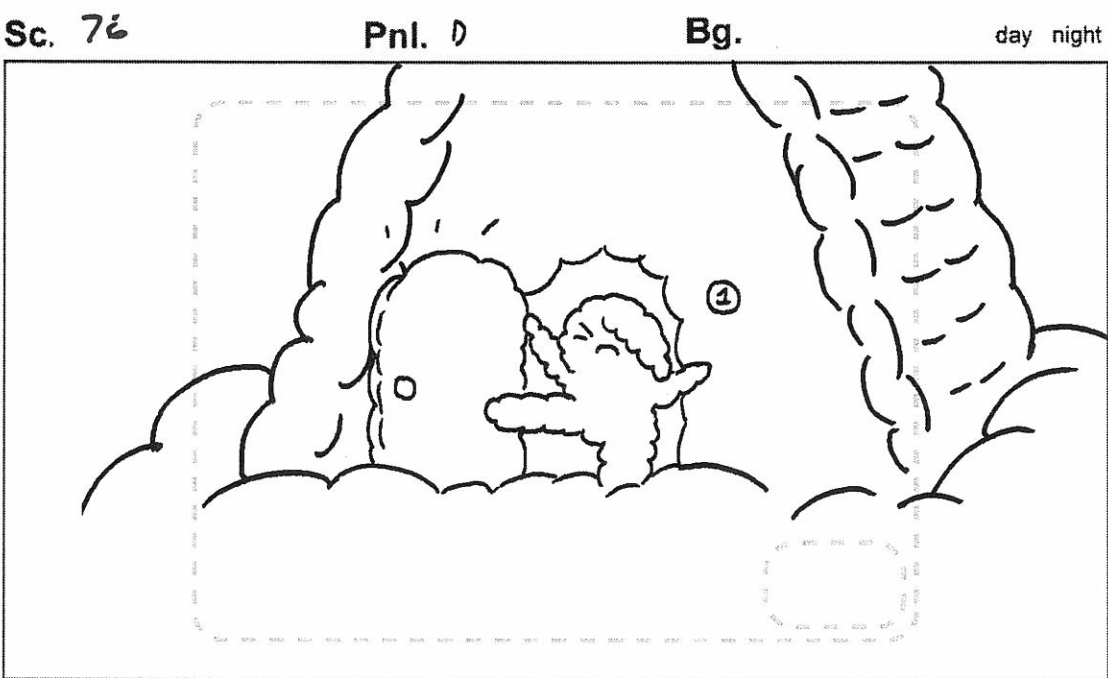
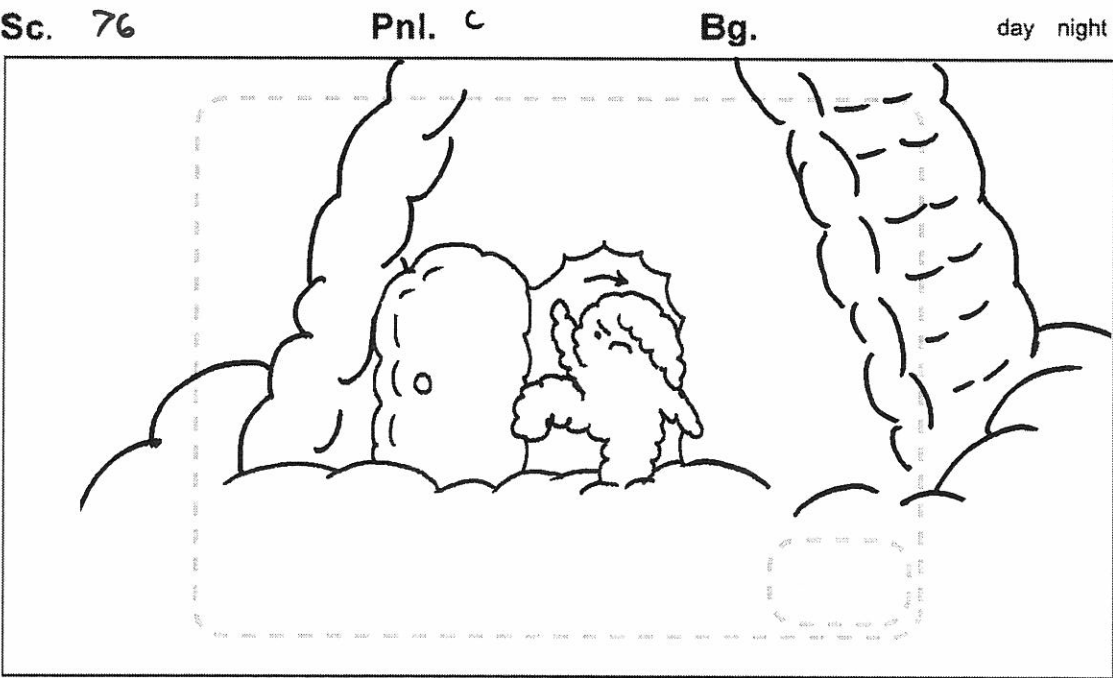
Production :

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# ADVENTURE TIME



Page 130



Dialog:	(SFX) BANG!!
Action:	AN ARBITRARY KICK.
Timing:	

1025-168

EPISODE #

Production :

ADVENTURE TIME

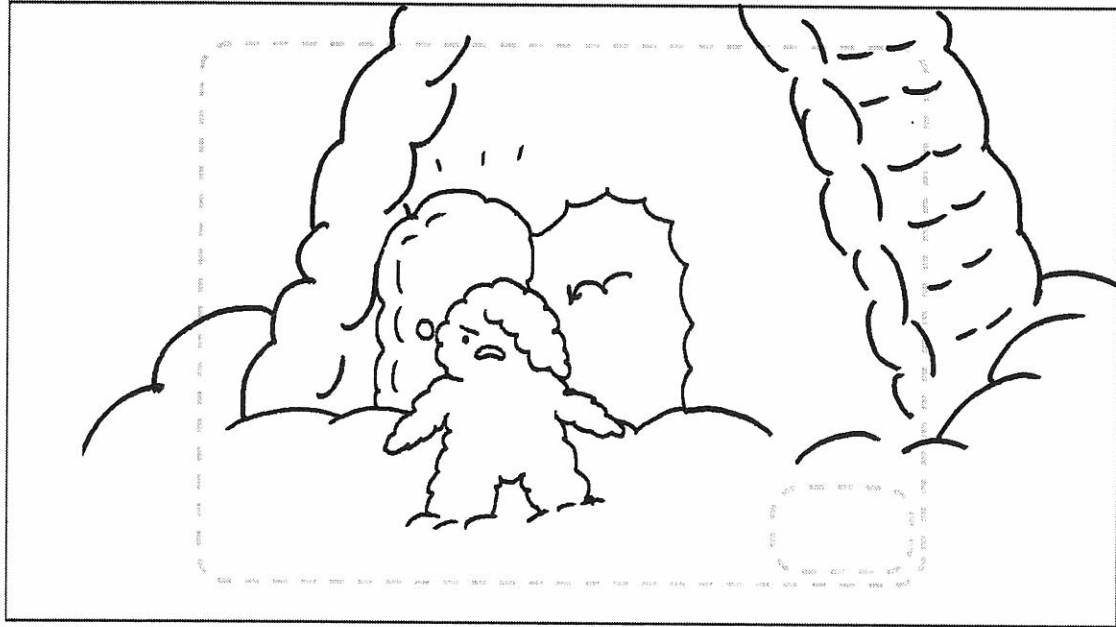


Sc. 76

Pnl. E

Bg.

day night

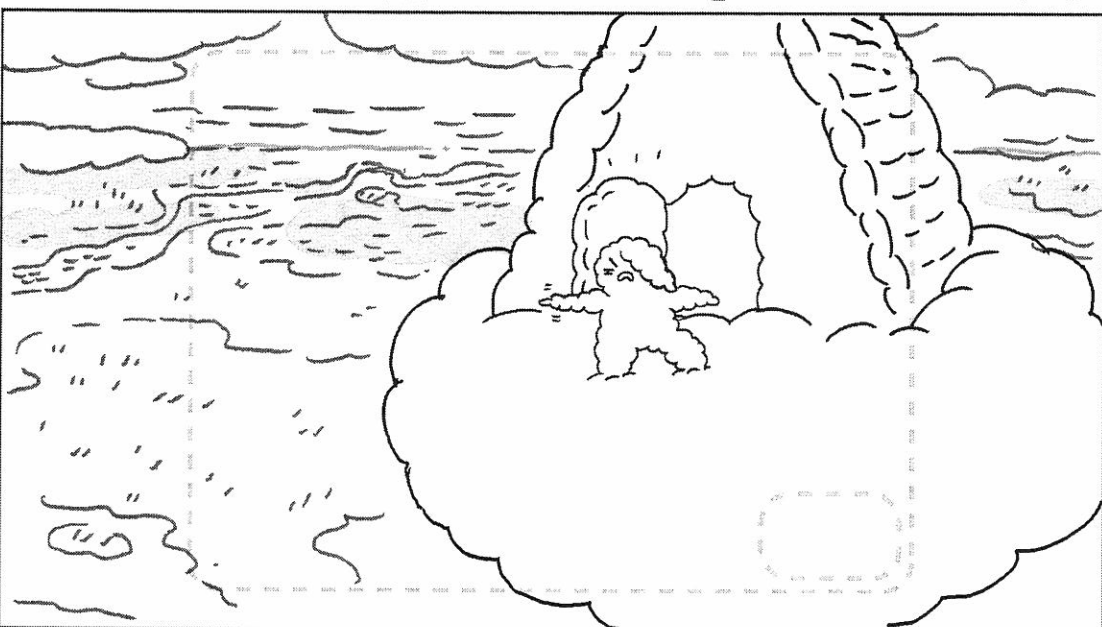


Sc. 76

Pnl. F

Bg.

day night



Dialog:	©/ YUP. YEAH. I KNOW YOU. YOU'RE ONE OF THOSE <u>SWIMMERS</u> , RIGHT.		©/ A <u>REEAL</u> SWIMNUT.
Action:	STOMPS OUT,		END POS. (BG IS LIKE FROM AN AIRPLANE) OF CLOUD.
Timing:			

EPISODE # 1025-168  
Production :

ADVENTURE TIME

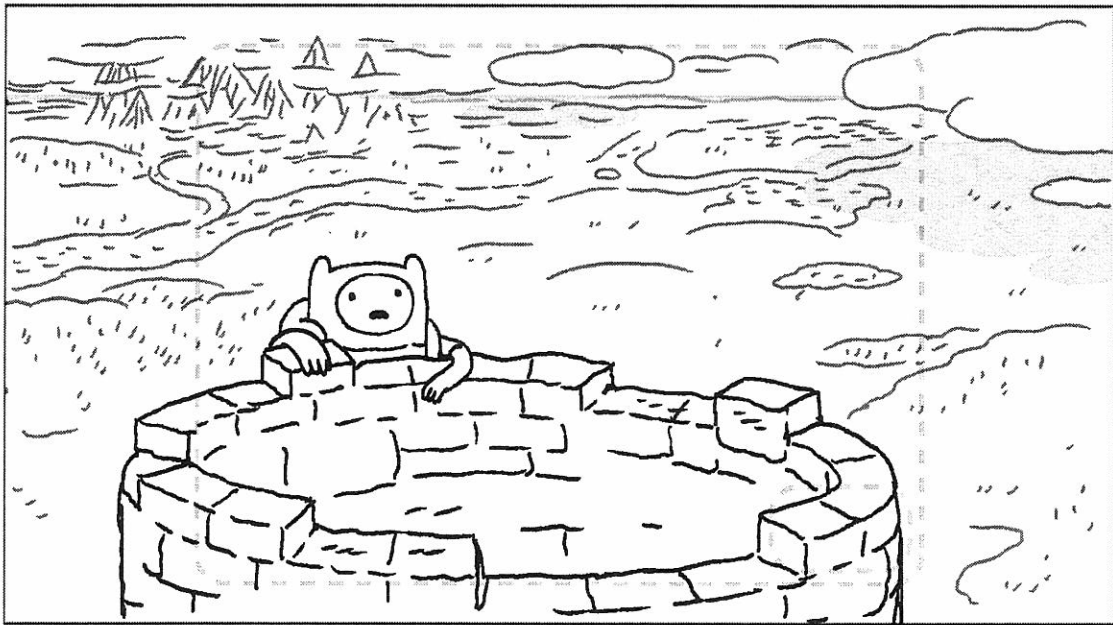


Sc. 77

Pnl. A

Bg.

day night

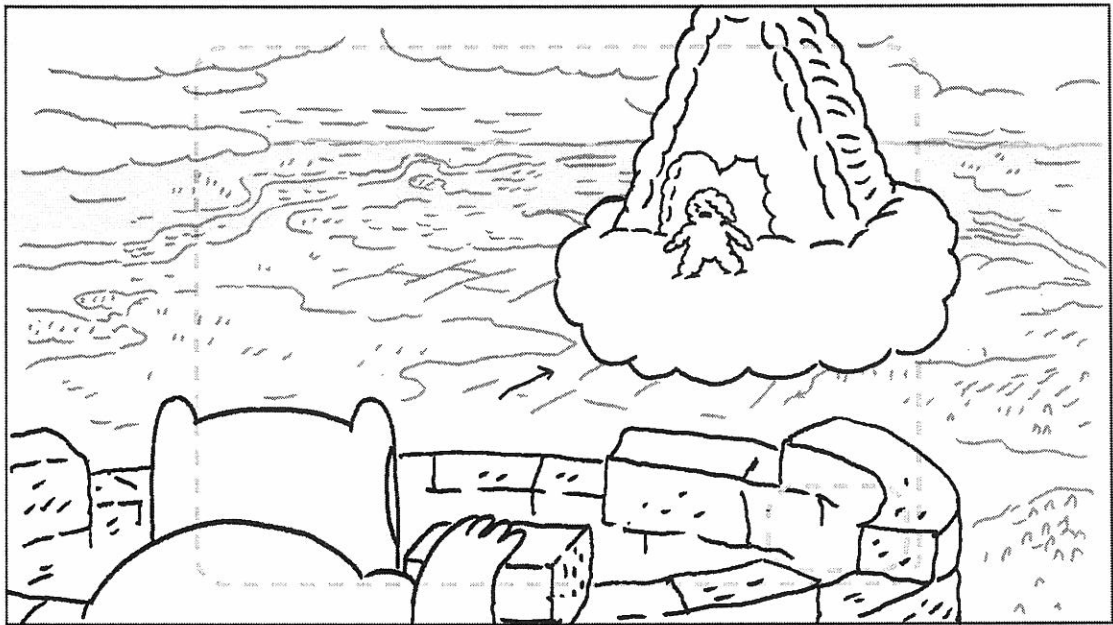


Sc. 78

Pnl. A

Bg.

day night



Dialog:

Ⓕ WHAT! NO! I'M FINN.  
↑  
(LIKE MARK WAHLBERG IN "THE HAPPENING!")

Ⓒ/ WELL YOU CAN'T SWIM  
IN ME. NOT ANYMORE,  
I'M NOT WATER.

Action:



← SHAKES  
IT OFF.

Timing:

1025-168

EPISODE #

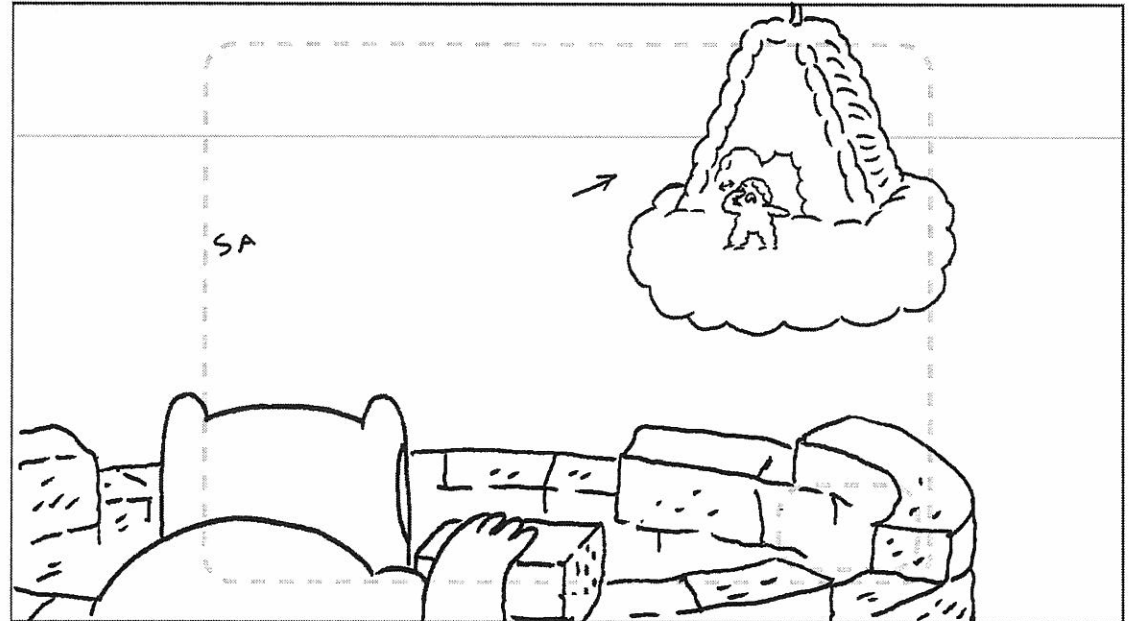
Production :

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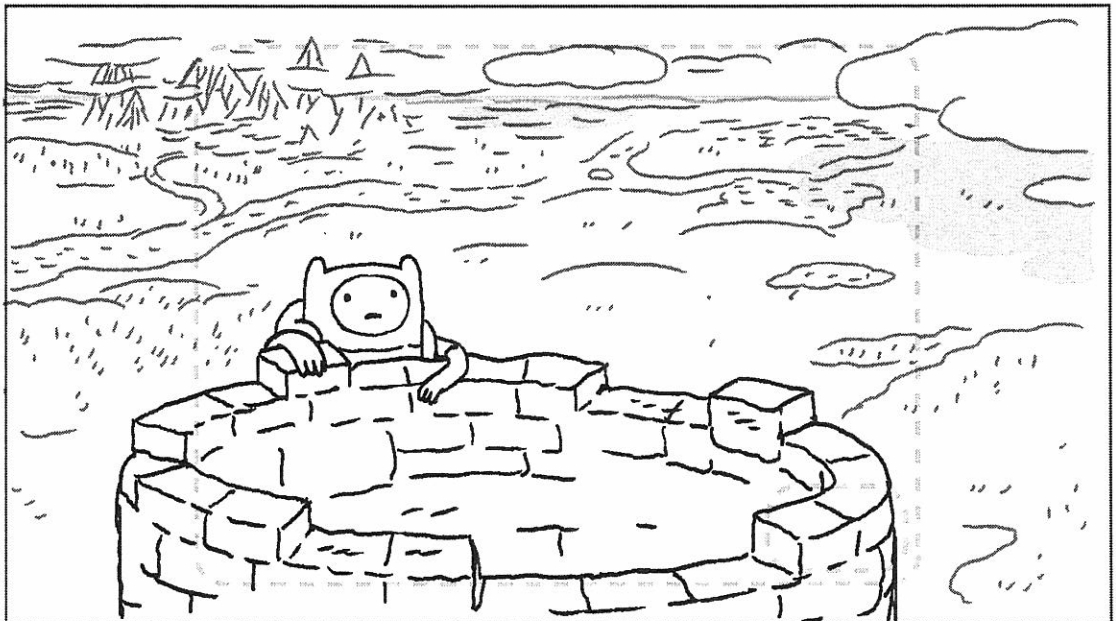
ADVENTURE TIME



Sc. 79 Pnl. B Bg. day night



Sc. 80 Pnl. A Bg. day night



Dialog: C YOU CAN'T GET ME  
UP YOUR NOOOOOOOOOSE.

Action: DRIFTING AWAY,  
RAPIDLY POINTING TO HER NOSE. :: BEAT ::

Timing:

EPISODE # 1025-168  
Production :

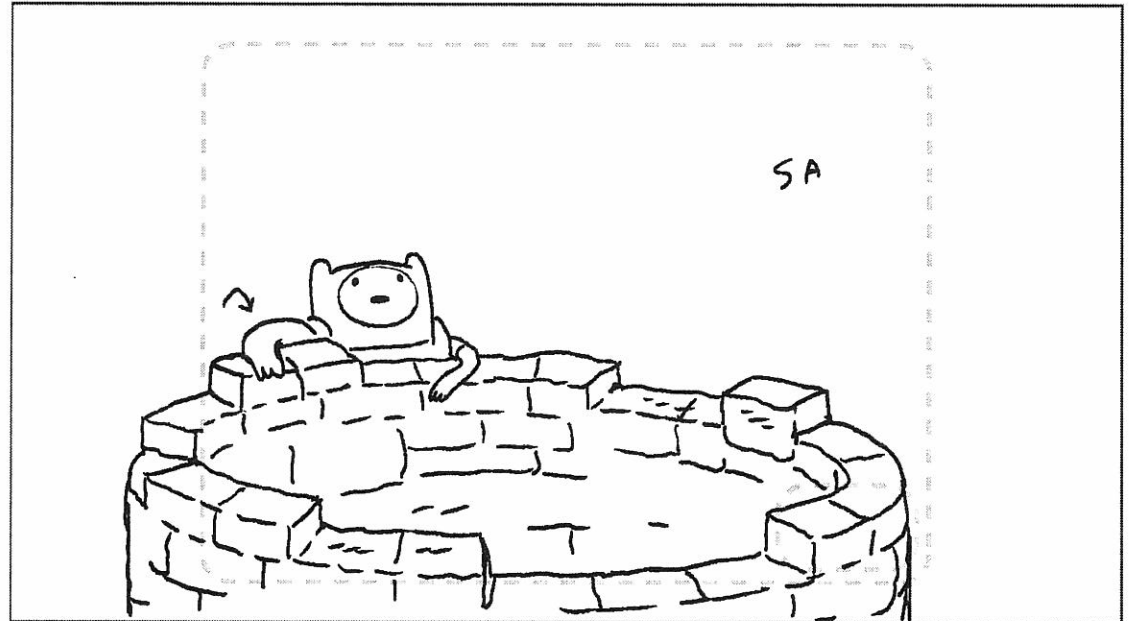


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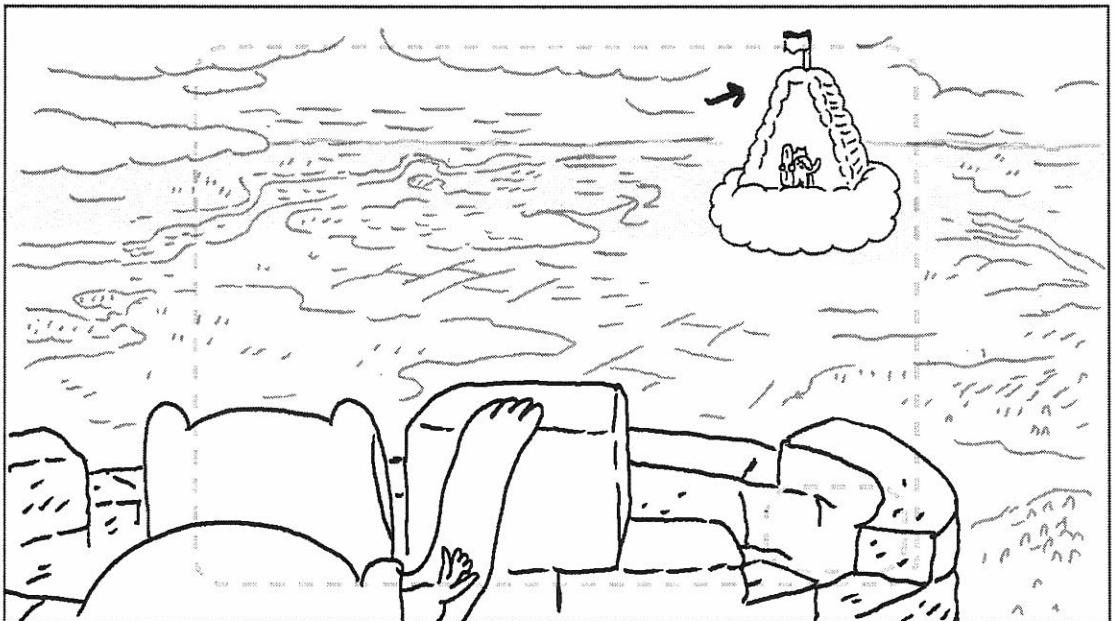
ADVENTURE TIME




Sc. 86 Pnl. 8 Bg. day night



Sc. 81 Pnl. A Bg. day night

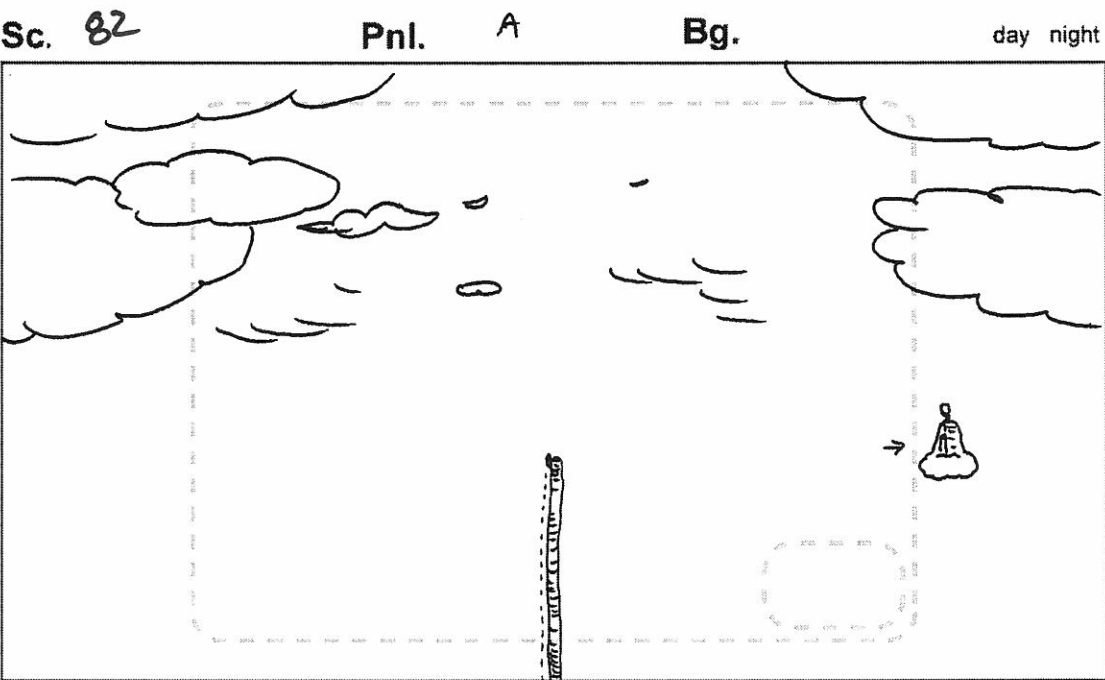
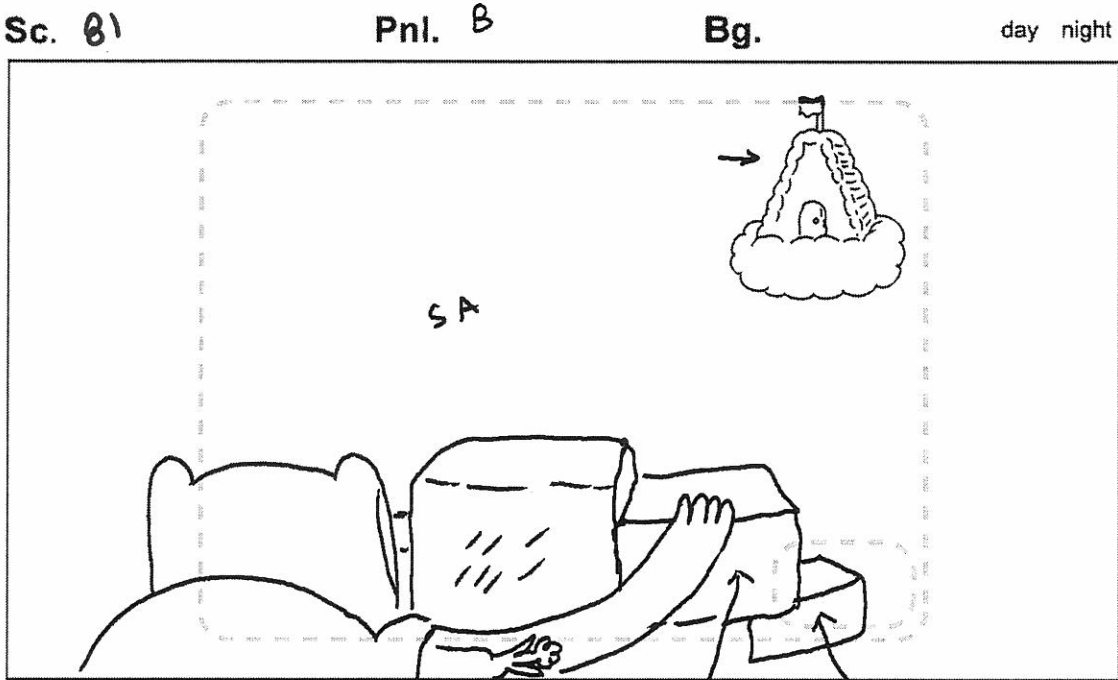


Dialog:	
Ⓕ/ OK I'M GOING TO KEEP GOING .	Ⓒ/ <u>I'M</u> GOING TO KEEP GOING ..... INTO <u>HERE</u> .
Action:	
	STARTS BUILDING AGAIN. END POS.
Timing:	C'S HALF INTO HER HOUSE.

1025-168  
EPISODE #  
Production :

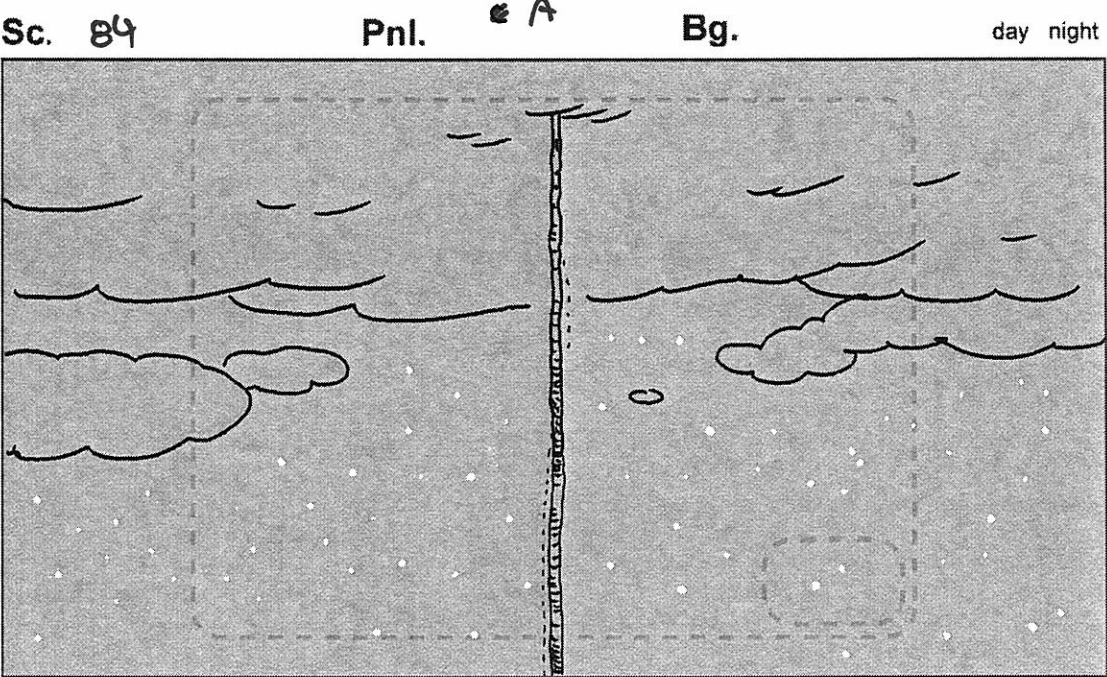
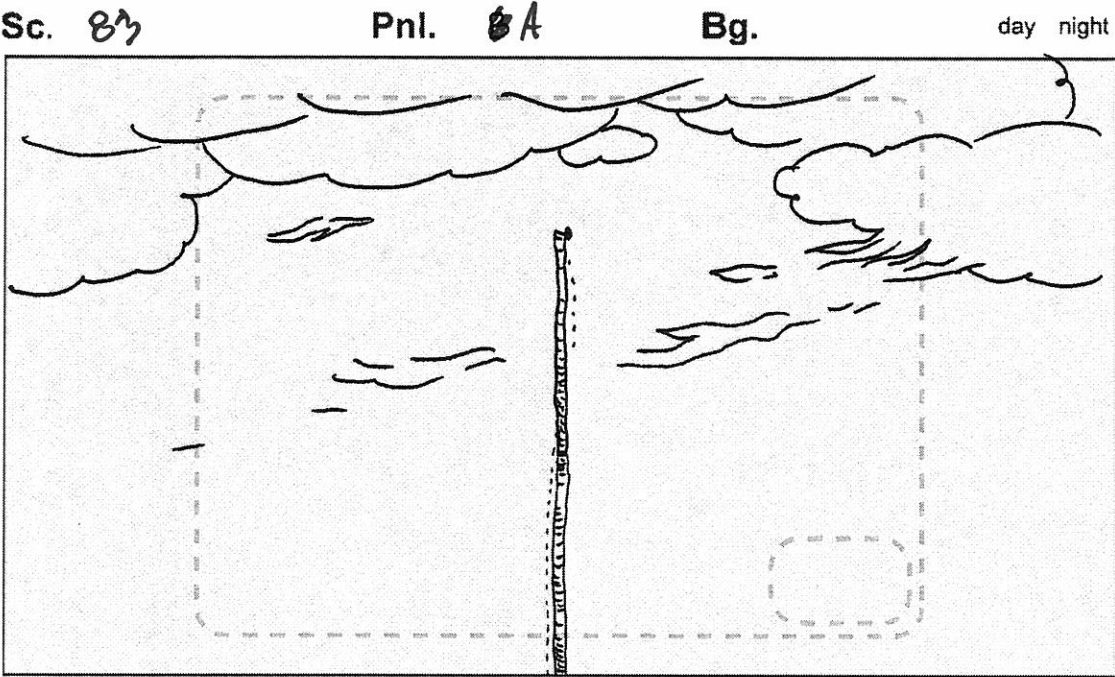


# ADVENTURE TIME



Dialog:	(SFX) (DISTANT SLAM.)
Action:	- FINN STILL BUILDING. - CARROLL SLAMS DOOR.
Timing:	

ADVENTURE TIME



Dialog:
Action: X DISSOLVE (EVENING)
Timing:
X DISSOLVE (NIGHT)

1025-168

EPISODE #

Production :

ADVENTURE TIME

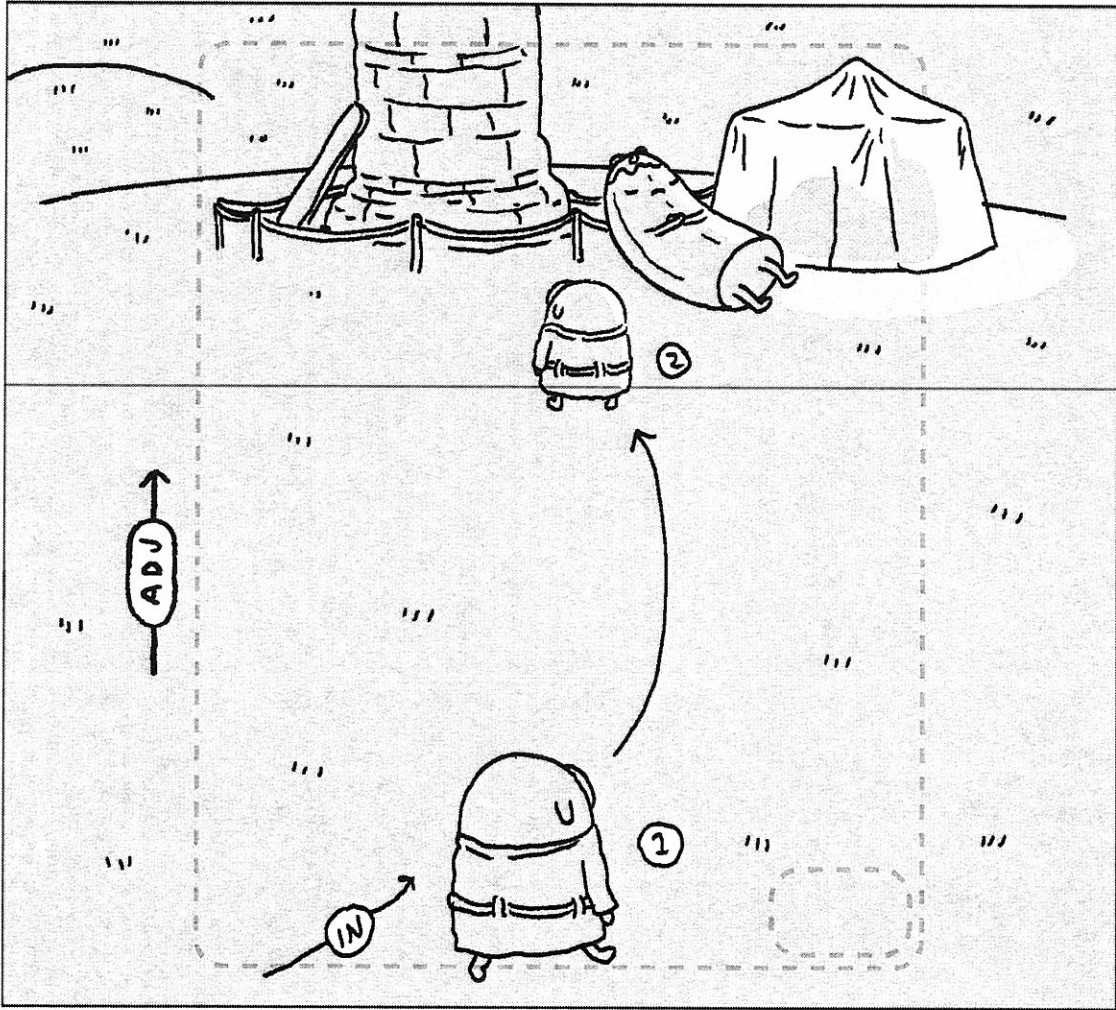


Sc. 85

Pnl. A

Bg.

day night



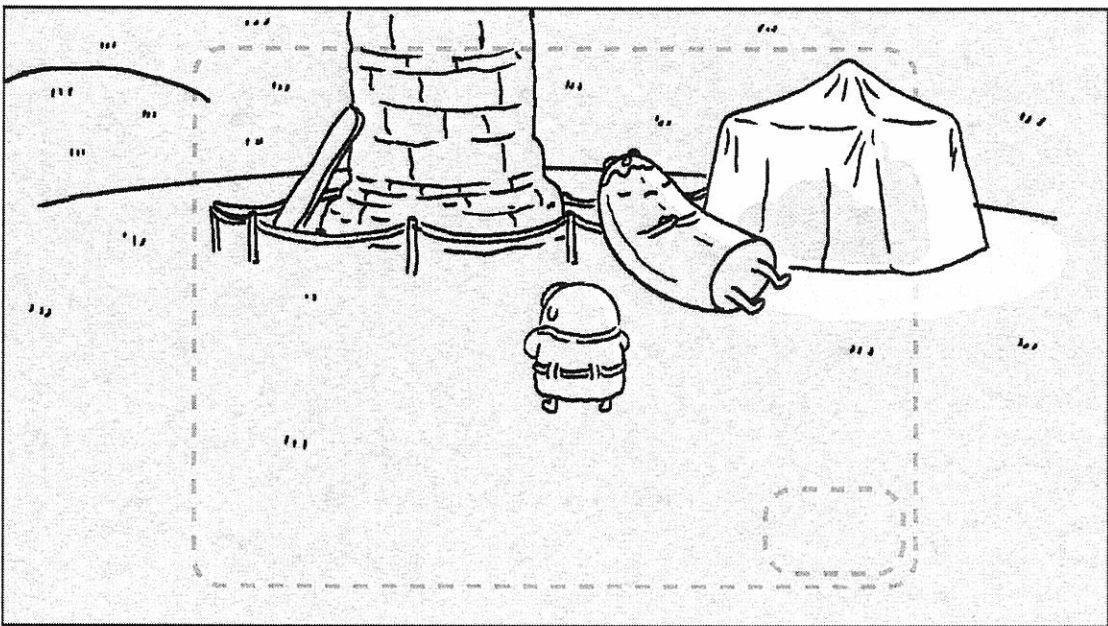
(SFX) / NIGHTTIME NOISE & WIND.  
COLD WIND.

Sc. 85

Pnl. B

Bg.

day night



Dialog:

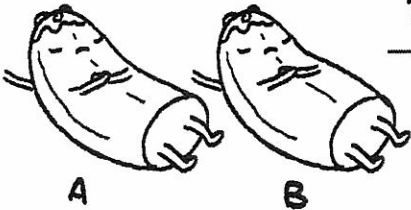
(SFX) / PB WORKING IN HER TENT.  
TOOL NOISES & SPARKS.

Action:

• JAKE CROSSES HIS ARMS

• BANANA GUARD  
IS SLEEPING  
SOUNDLY.

Timing:



• LIGHT INSIDE  
TENT IS FLICKERING  
FROM SPARKS  
MAYBE?

EPISODE # 1025-168

Production :



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ADVENTURE TIME

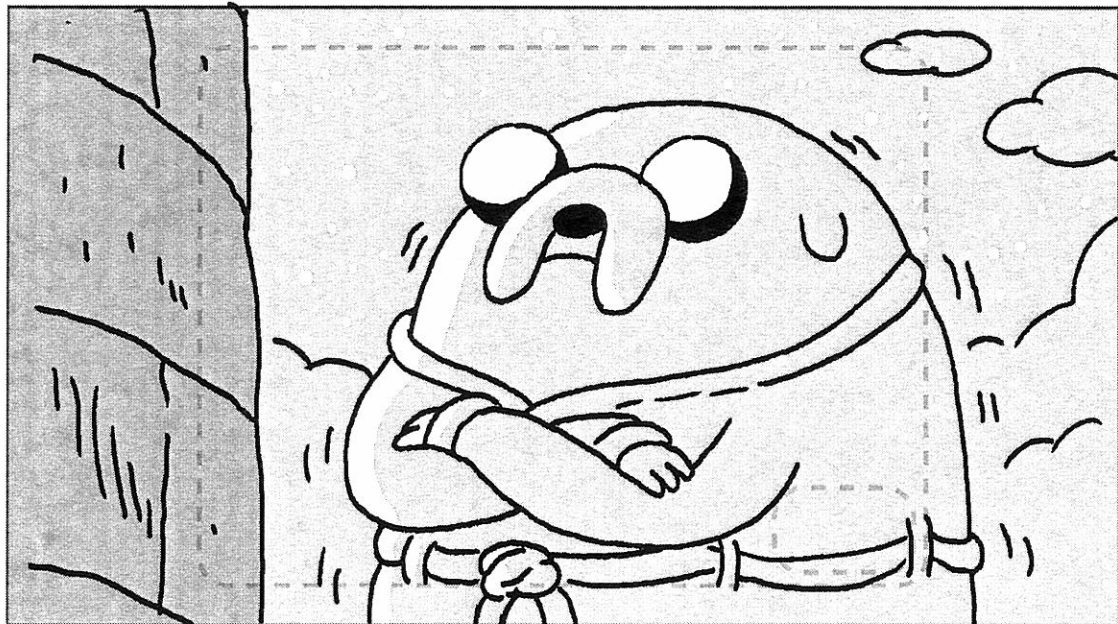


Sc. 86

Pnl. A

Bg.

day night



Sc. 86

Pnl. B

Bg.

day night



Dialog:

Q/ = H O H H . =

Action:

SHIVERS

RUBS HANDS, WARMS THEM WITH HIS BREATH

Timing:

1025-168

EPISODE #

Production :

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ADVENTURE TIME

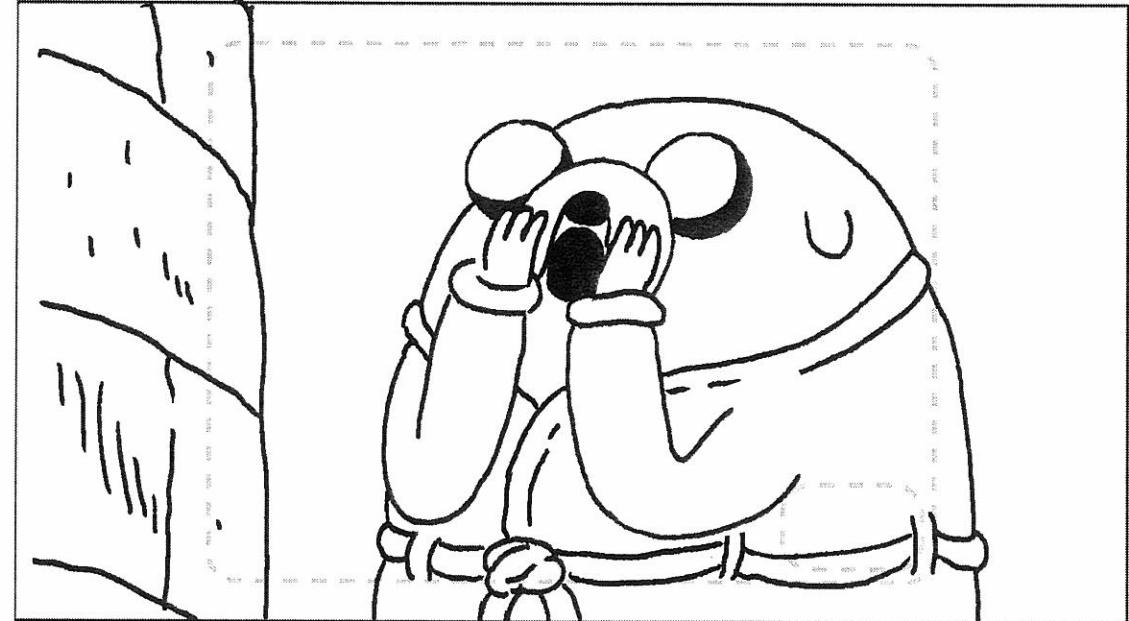


Sc. 86

Pnl. c

Bg.

day night

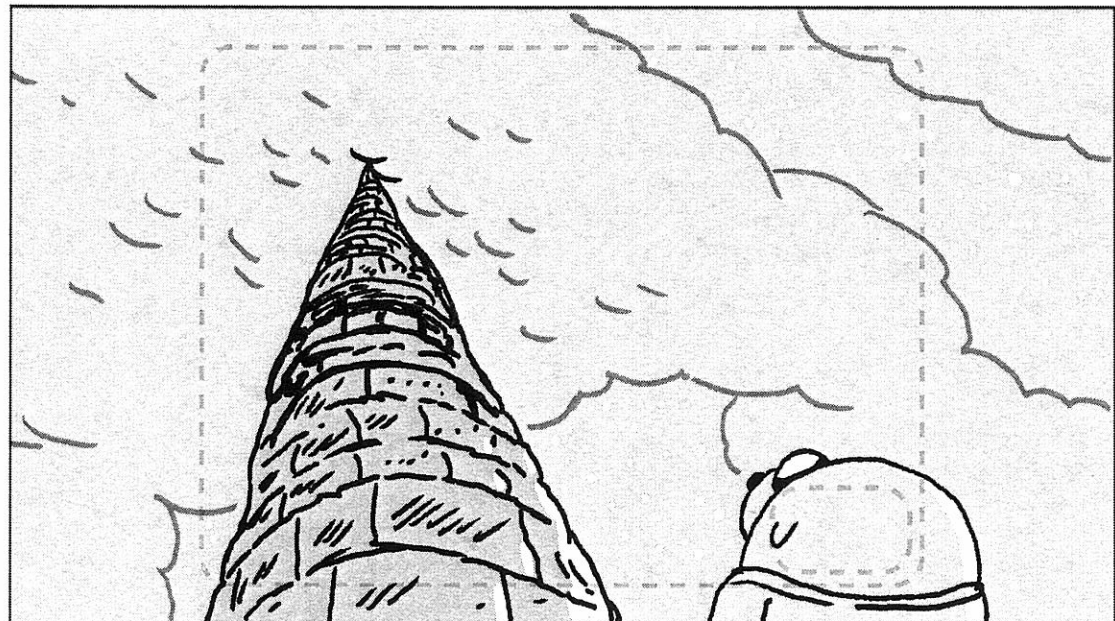


Sc. 87

Pnl. A

Bg.

day night



Dialog:	①/ GOODNIGHT BUDDY, I'M PROUD OF YOU!	BEAT	PREMIE DEAR / WEHH.
Action:			
Timing:			

1025-168

EPISODE #

Production :

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# ADVENTURE TIME

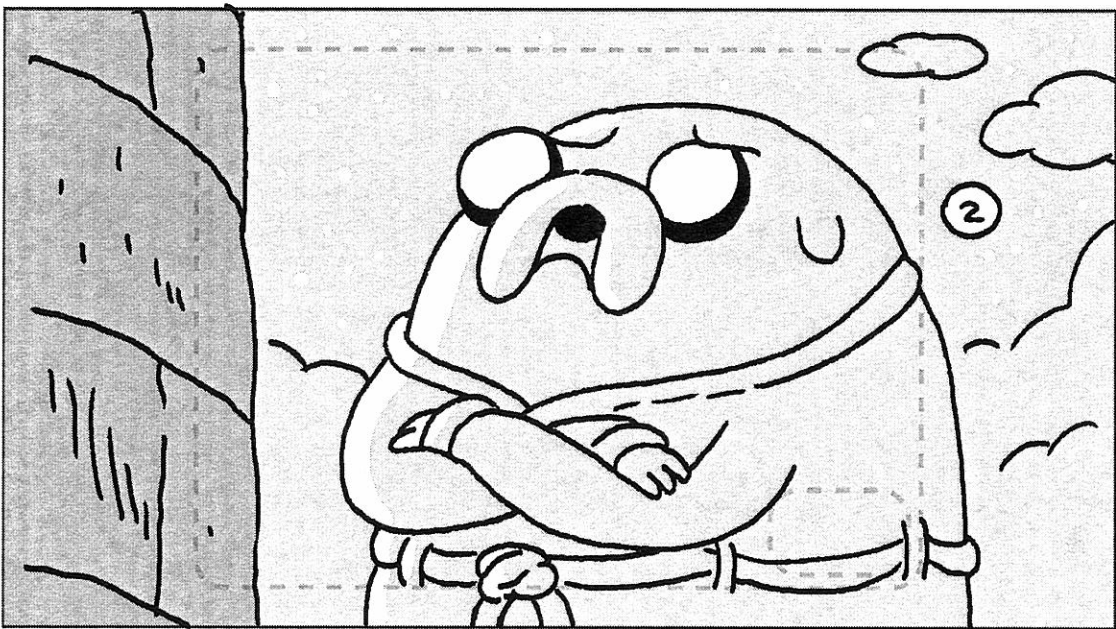


Sc. 88

Pnl. A

Bg.

day night

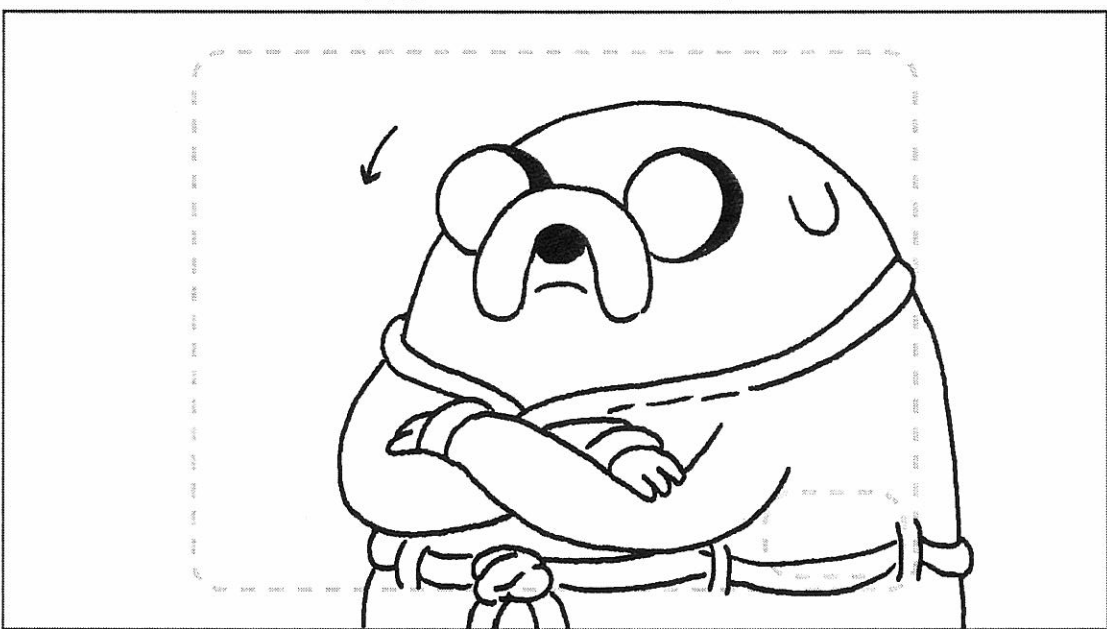


Sc. 88

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



1025-168

EPISODE #

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ADVENTURE TIME

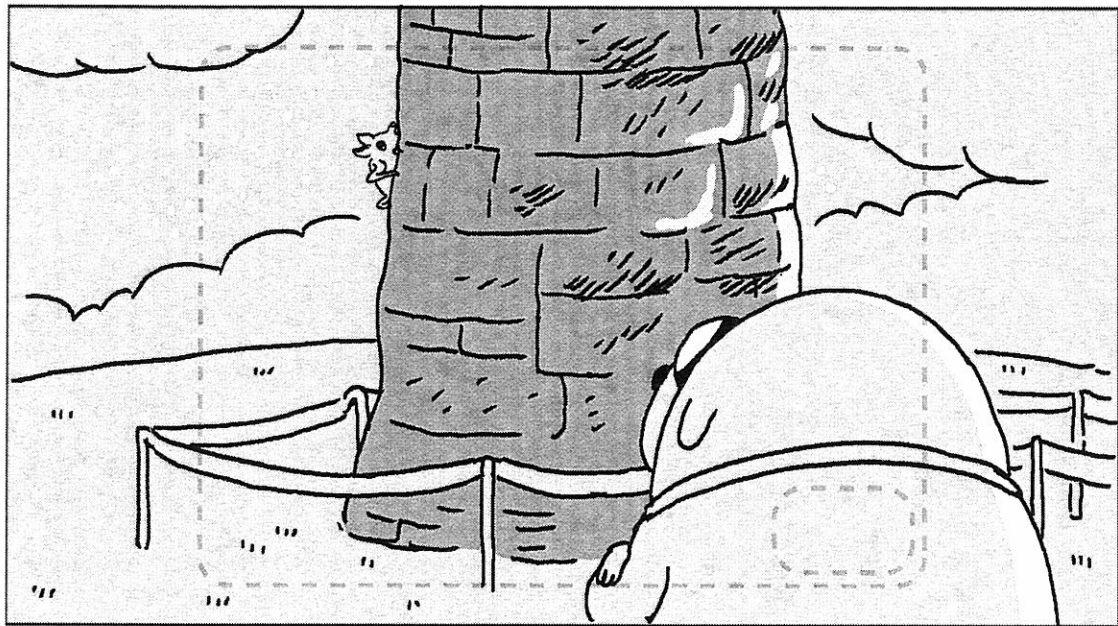


Sc. 89

Pnl. A

Bg.

day night

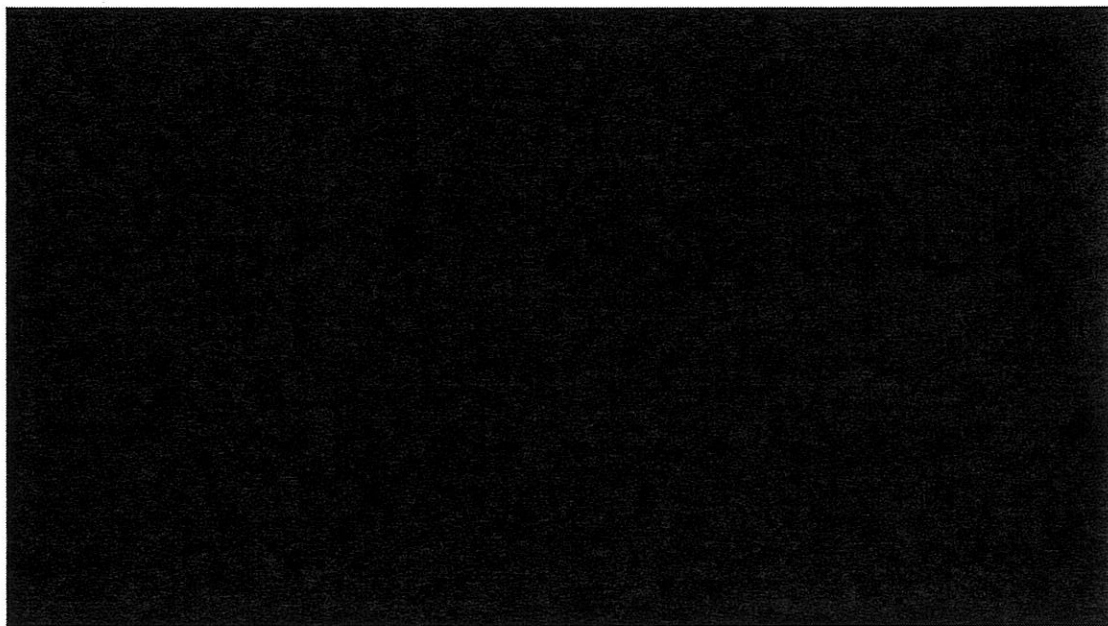


Sc. 89

Pnl. B

Bg.

day night



Dialog:

(P.D.) / WEHH!

Action:

①



②



PREMIE  
DEER CLIMBING  
DOWN SHAKILY.

FADE TO BLACK.

Timing:

1025-168

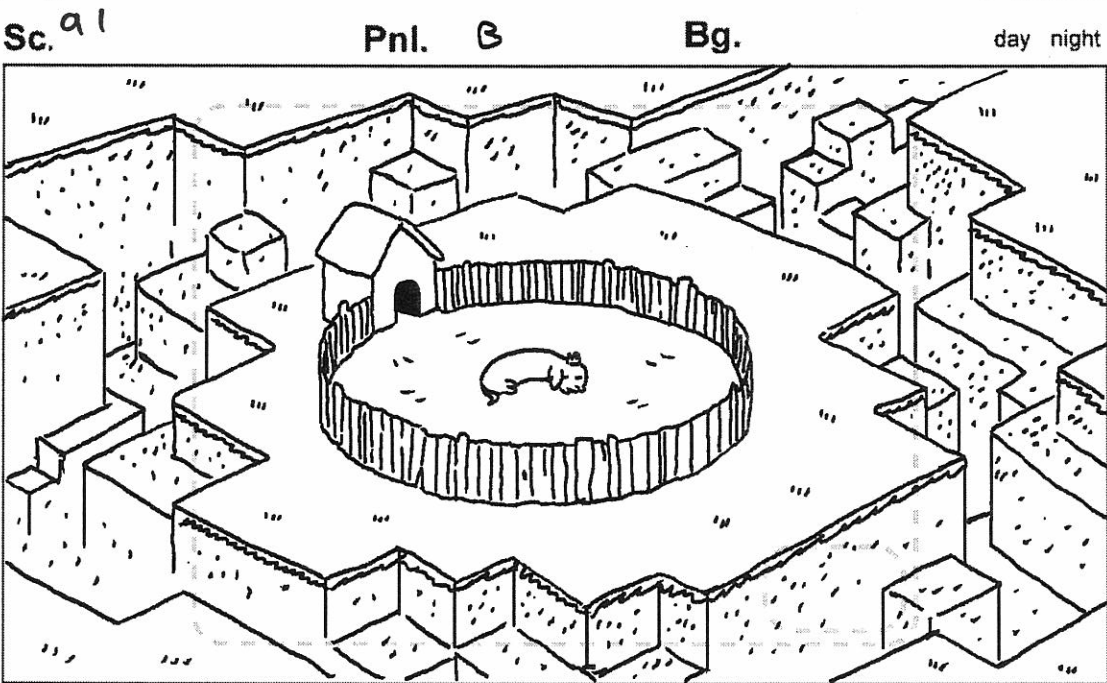
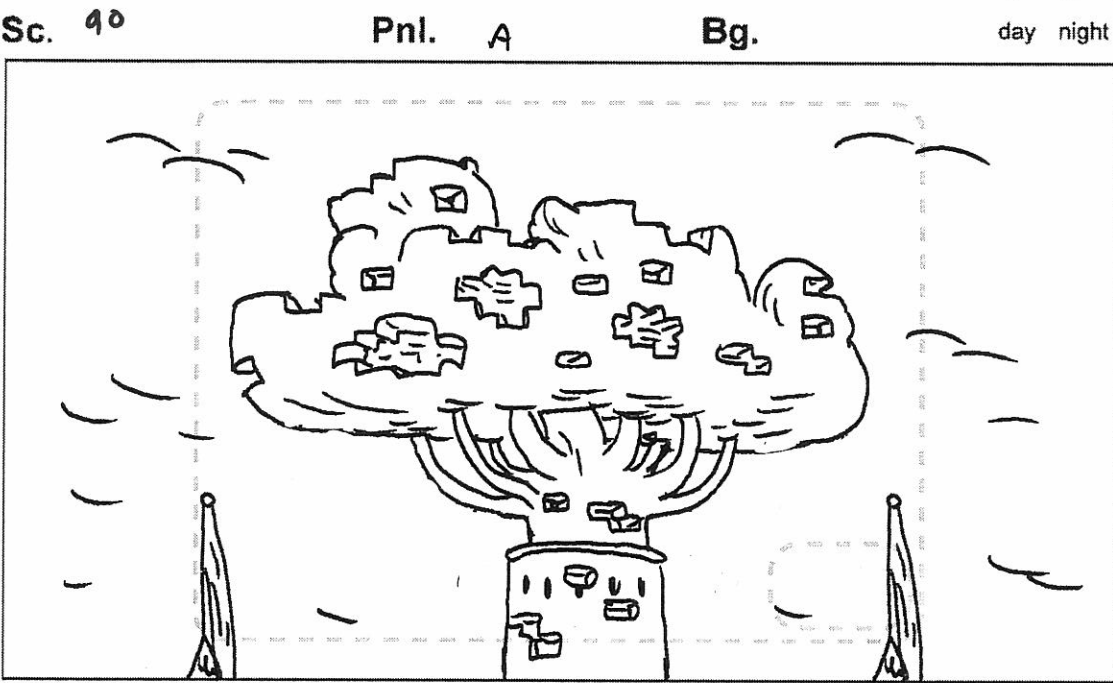
EPISODE #

Production :



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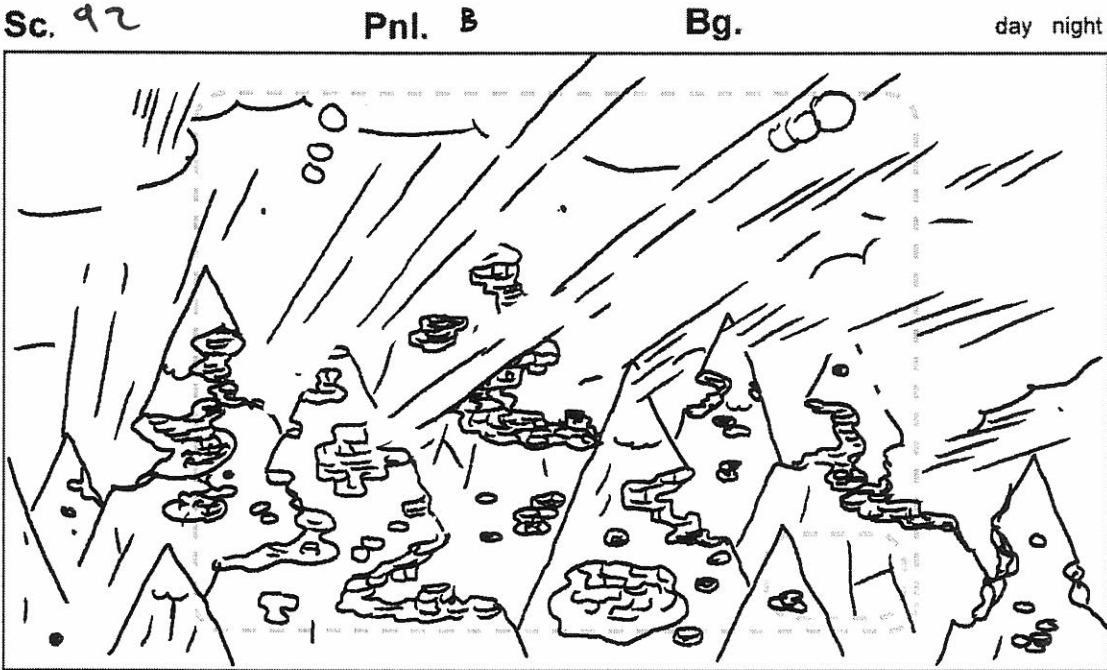
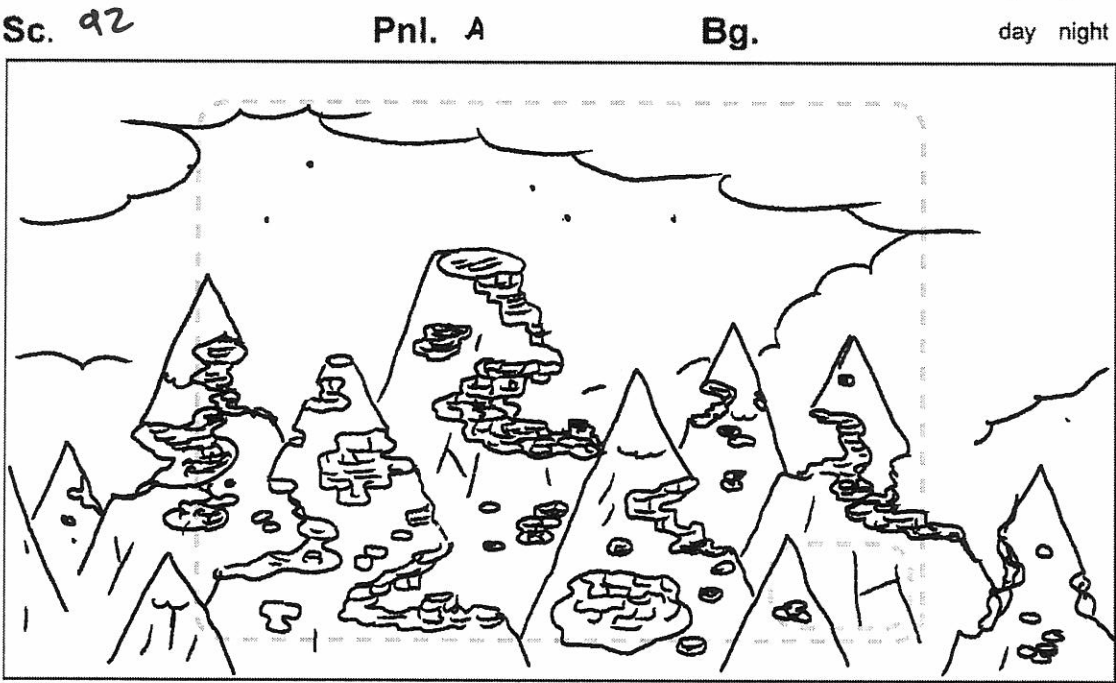
ADVENTURE TIME



Dialog:	
Action:	CHUNKS OUT OF EVERYTHING CANDY KINGDOM PRE-DAWN, OVERCAST
Timing:	HOT DOG KINGDOM, PRE-DAWN. (A LITTLE LIGHTER)

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Dialog:
Action: <div>ICE KINGDOM PRE-DAWN (A LITTLE LIGHTER)</div> <div>DAWN!</div>
Timing:

EPISODE # 1025-168

Production :

# ADVENTURE TIME



Page 144

Sc. 33

Pl. A

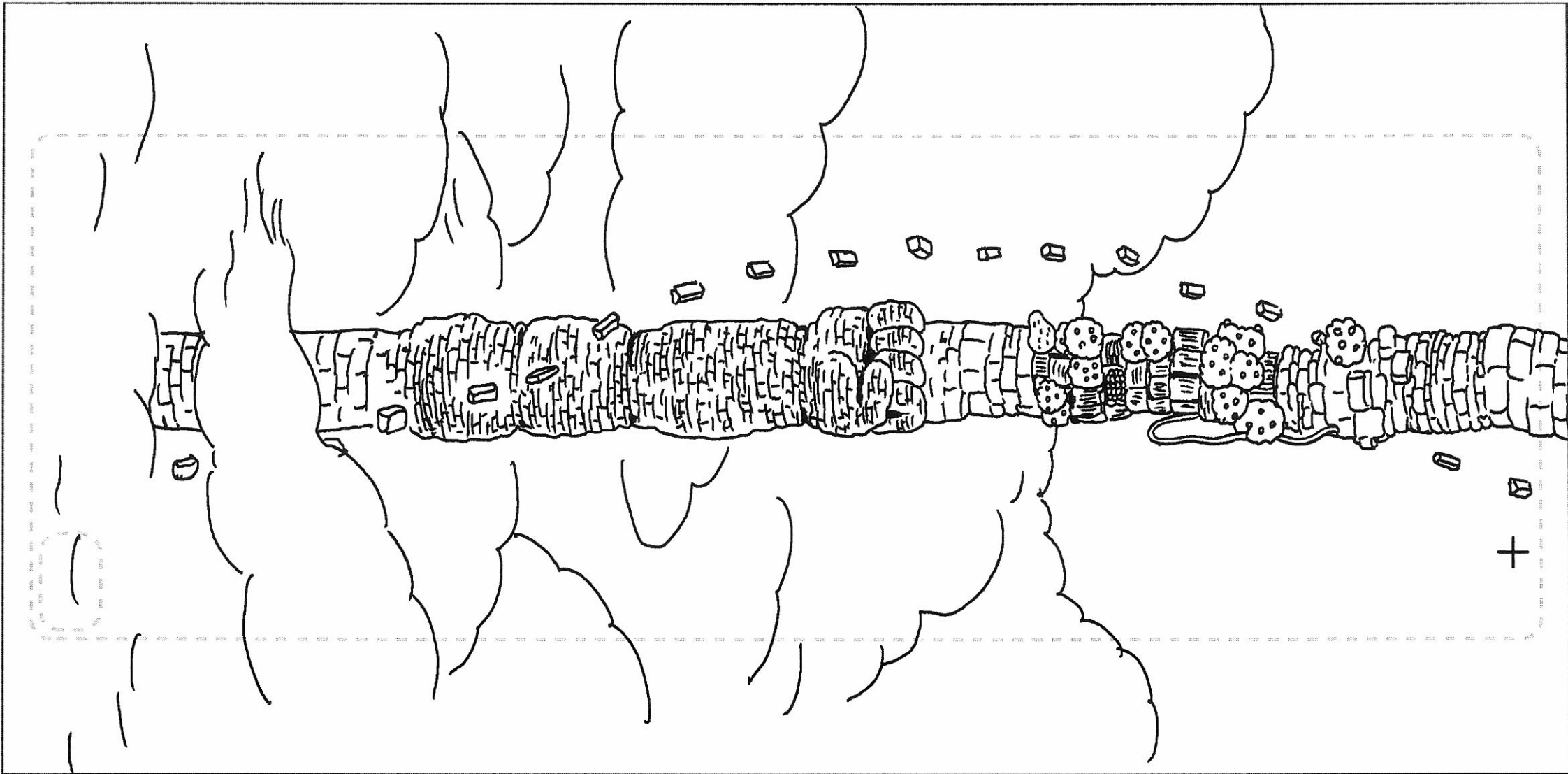
Bg.

day night

EPISODE #

Production :

1025-168



→ (AOT)

MORNING LIGHT.  
FLYING STONES MADE OUT OF SNOW, STONE & ICE. WILDBERRY KINGDOM.

ADVENTURE TIME



Sc. 63

Pnl. B

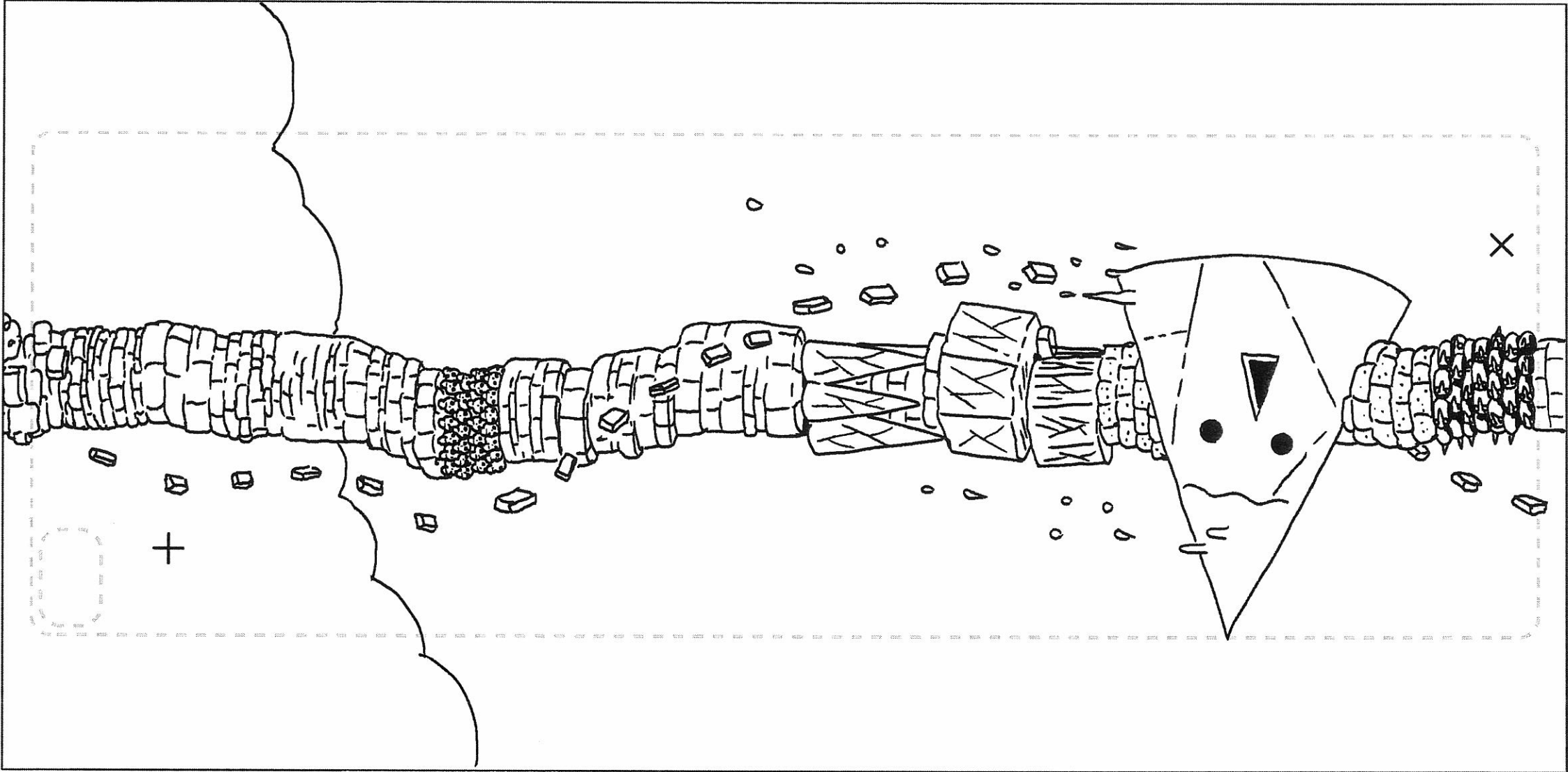
Bg.

day night

Production :

EPISODE #

1025-168



→ 903

ICE KINGDOM

ADVENTURE TIME

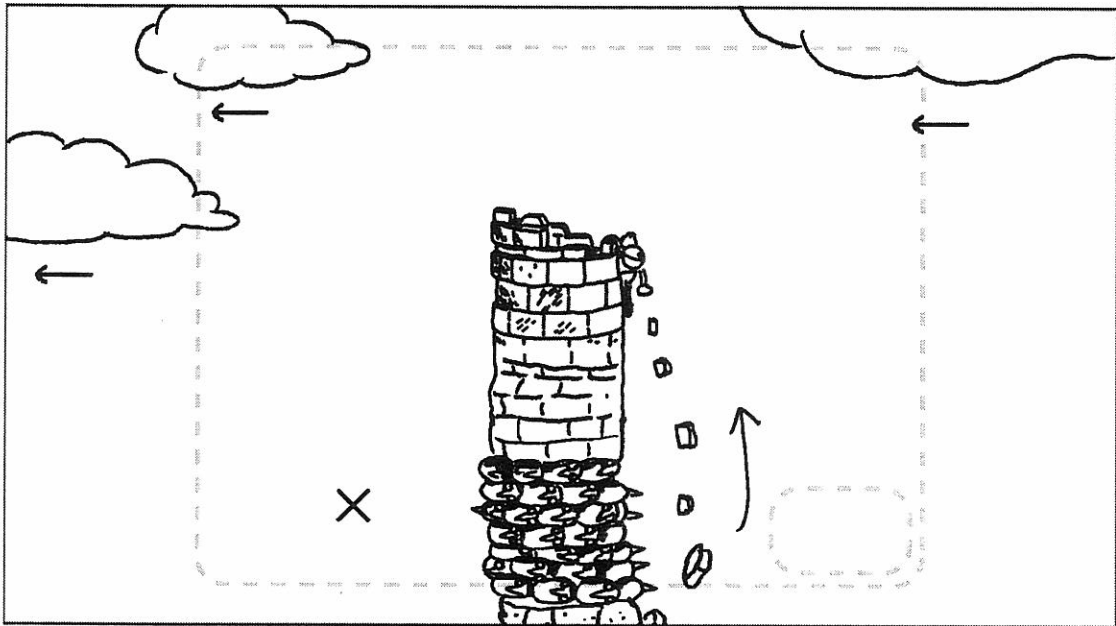


Sc. 93

Pnl. c

Bg.

day night

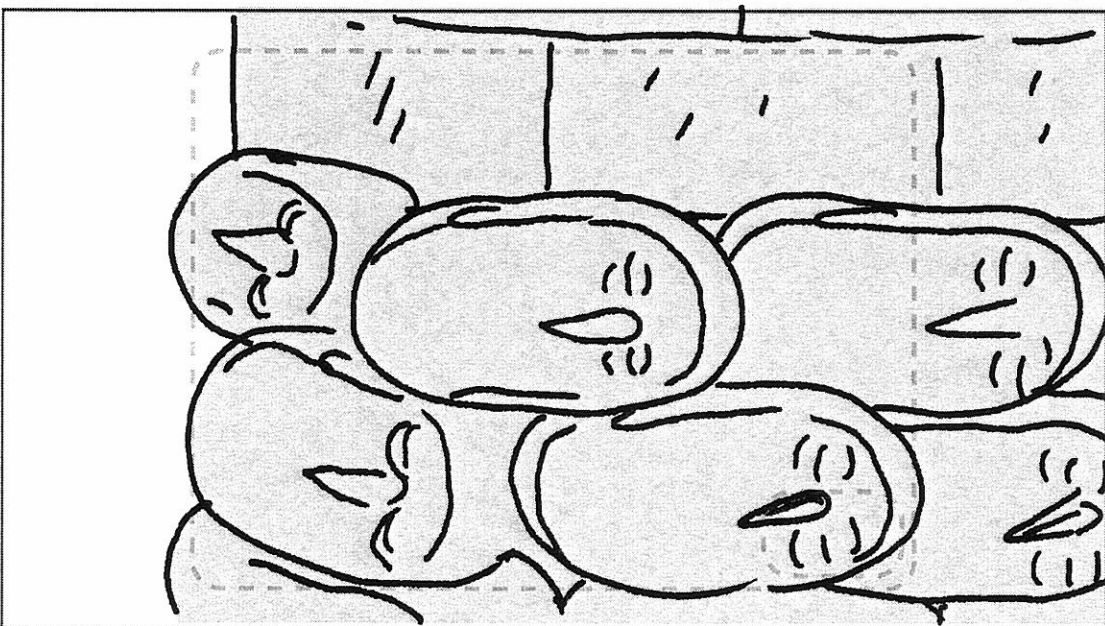


Sc. 94

Pnl. A

Bg.

day night



Dialog:

(SFX) WIND  
E/ (HASN'T SLEPT)

BABY'S BUILDING A TOWER INTO SPACE , TO TEAR OFF HIS DAD'S ARM.

Action:

CLOUDS MOVING. MAYBE  
THE CLOUDS EARLIER IN THE  
PAN DON'T NEED TO MOVE  
WITH THE CAMERA MOVING. MAYBE  
IT WOULDN'T BE NOTICABLE.

Timing:



LAYS A COUPLE  
BRICKS, A B A B

1025-168

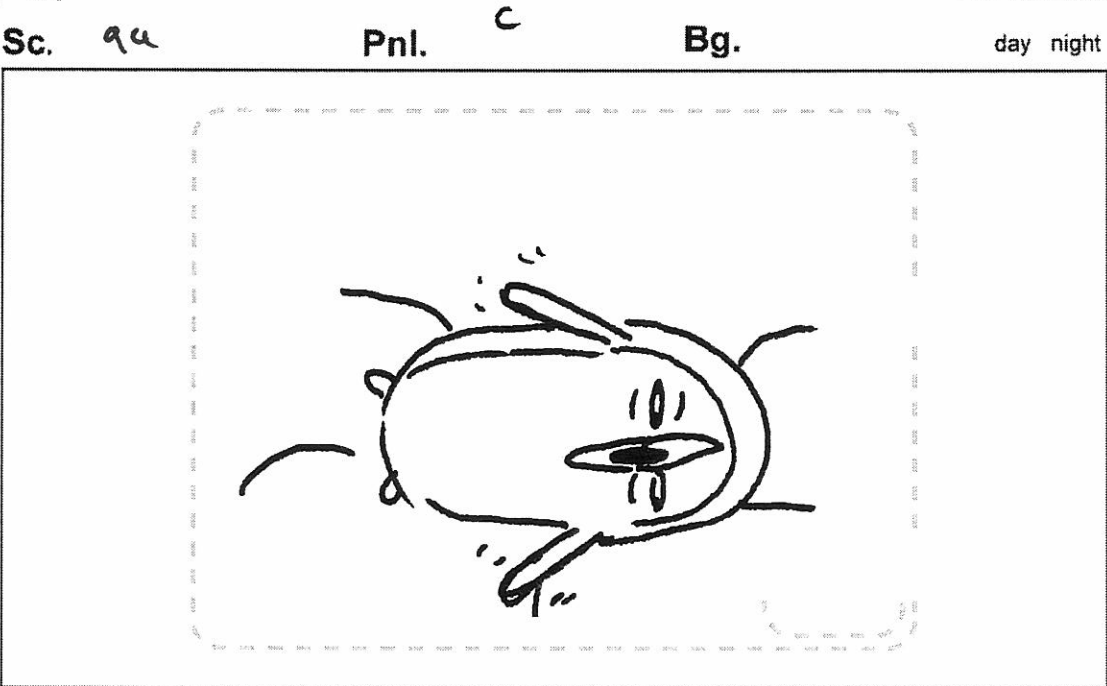
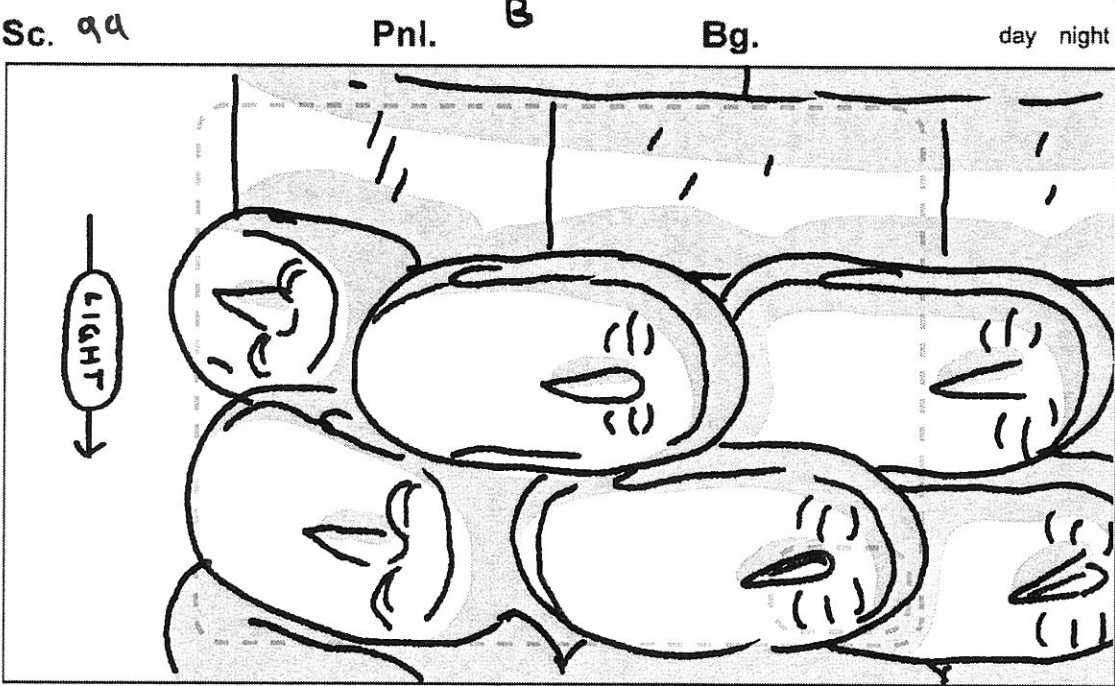
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	• FROM LIKE WHERE THAT ROUND OF THE ARM BONE MEETS
Action:	☺ SUNRISE ☺
Timing:	• BIG STRETCH, • YAWN

1025-168

EPISODE #

Production :

ADVENTURE TIME

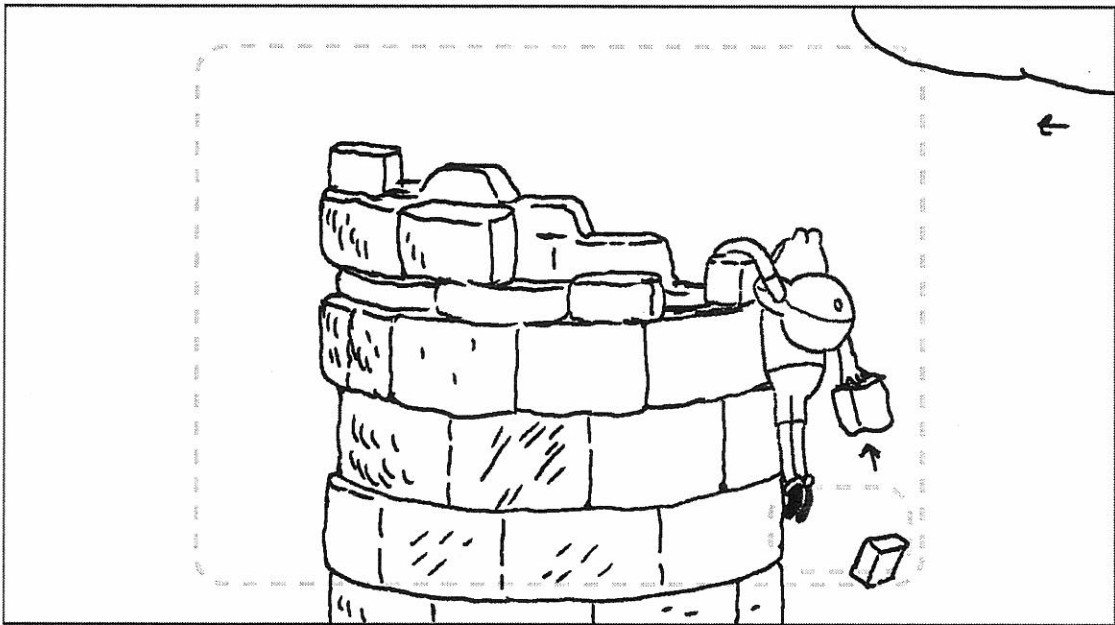


Sc. 95

Pnl. A

Bg.

day night

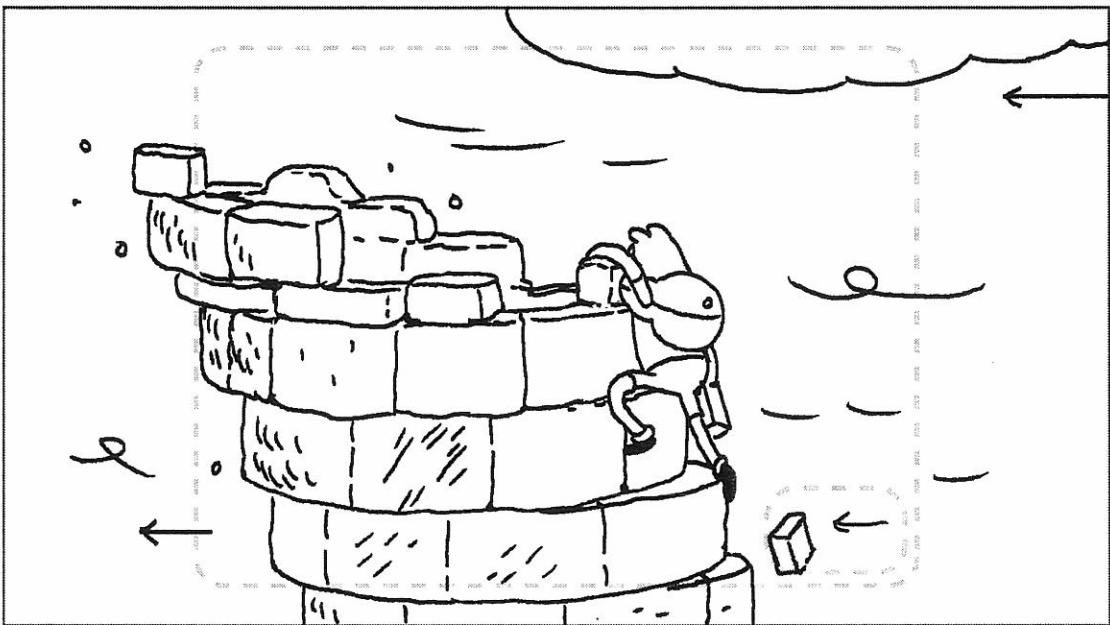


Sc. 95

Pnl. B

Bg.

day night



Dialog:

(SFX)

WIND BLOWING.

(SFX)

GUST!

ROCK GRINDING

Action:

BUILDING, WIND BLOWING.  
CLOUDS MOVING

- WIND SHIFTS TOWER.
- FINN HAS USED NO GLUE, JUST A BIG JENGA.
- CLOUD SPEEDS UP WITH THE GUST.

Timing:

- FINN CATCHES BRICK

1025-168

EPISODE #

Production :



ADVENTURE TIME

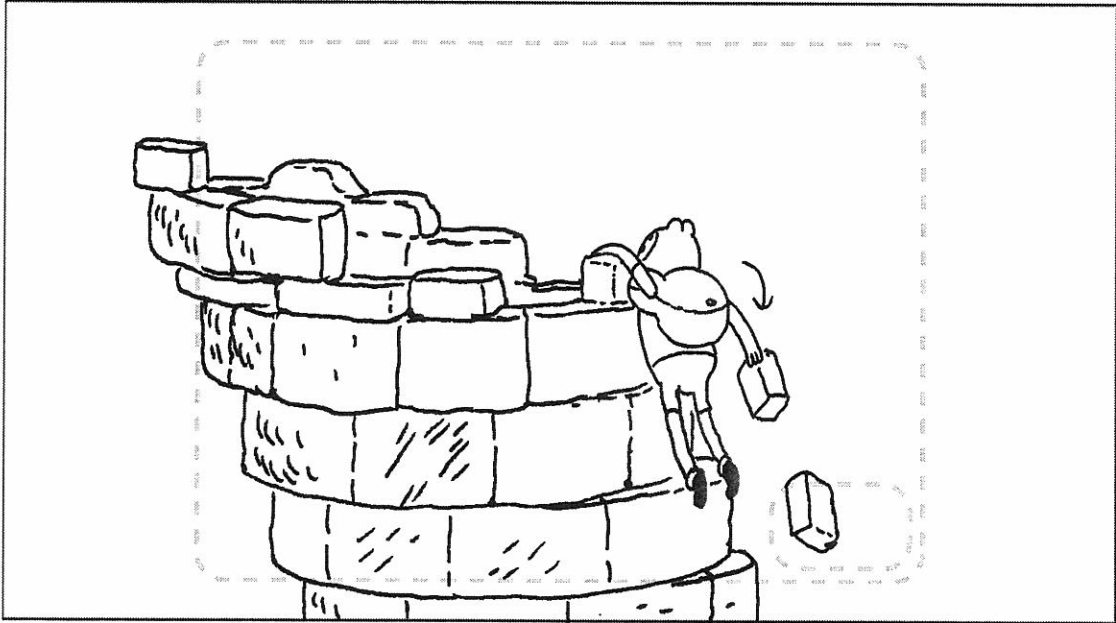


Sc. 95

Pnl. C

Bg.

day night

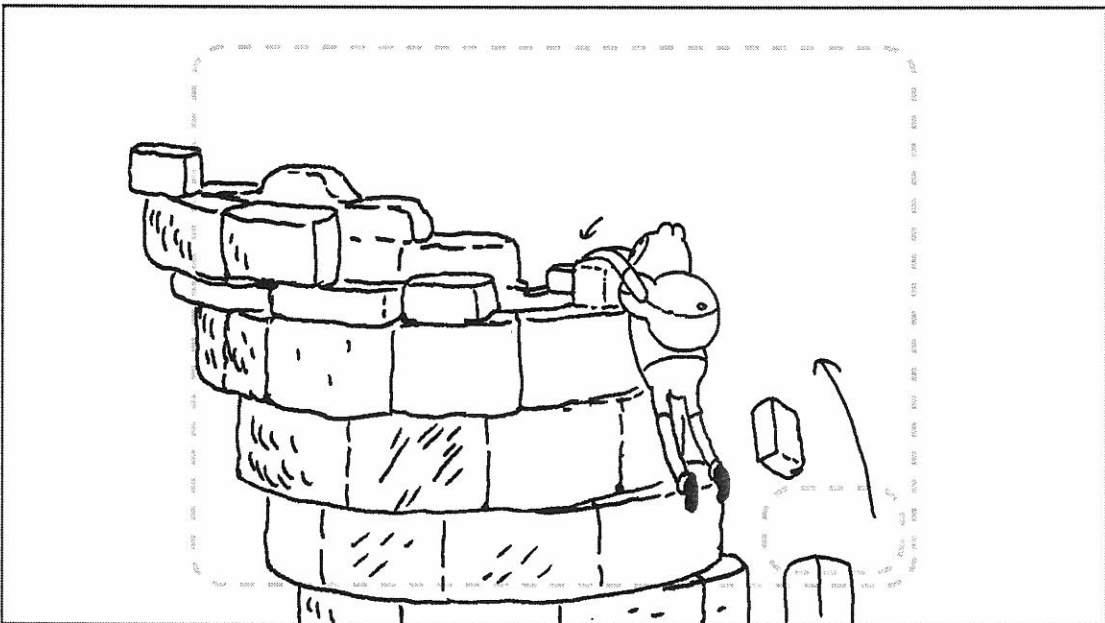


Sc. 95

Pnl. D

Bg.

day night



Dialog:

- THAT WEIRD FLAT BONE AT THE TOP OF THE BACK,

Action:

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME

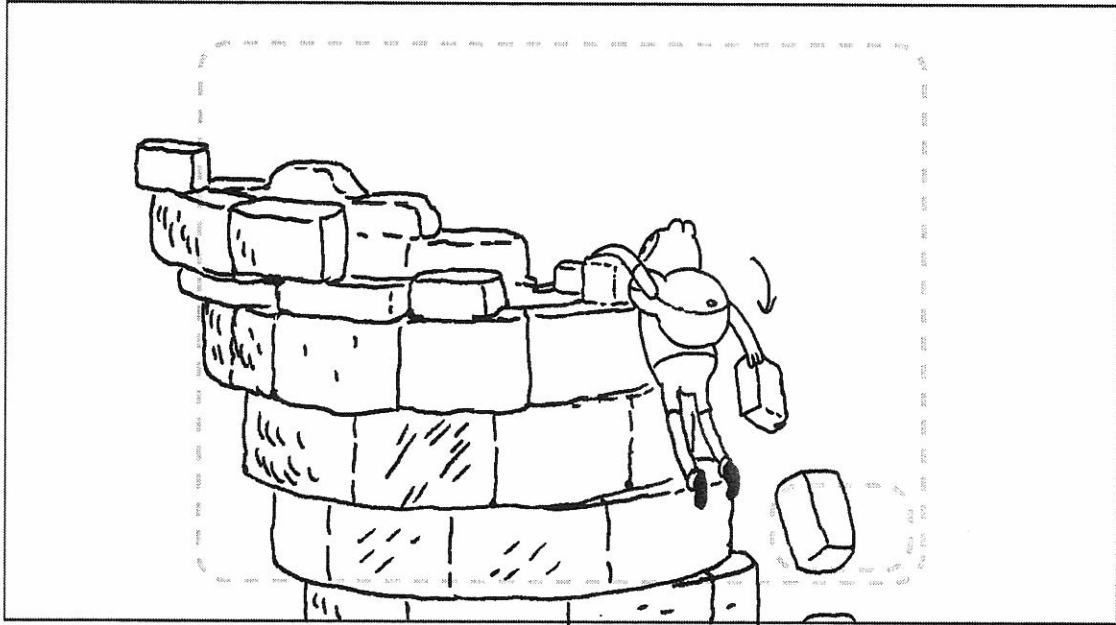


Sc. 95

Pnl. E

Bg.

day night

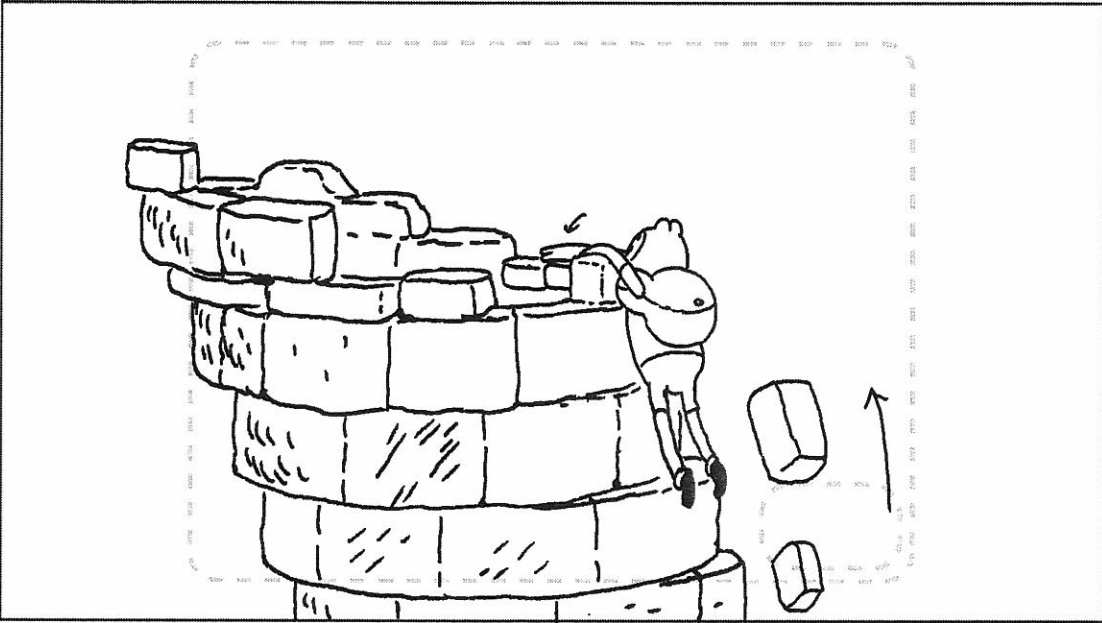


Sc. 95

Pnl. F

Bg.

day night



Dialog:

Action:

SECOND BRICK POSES.

Timing:

1025-168

EPISODE #

Production :

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ADVENTURE TIME

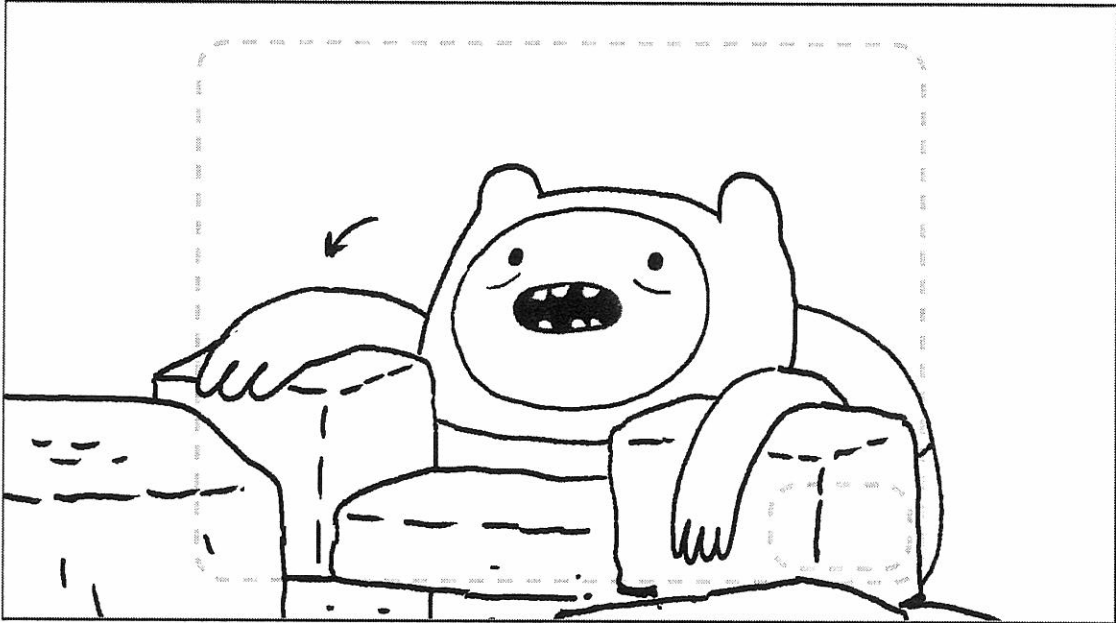


Sc. 96

Pnl. A

Bg.

day night

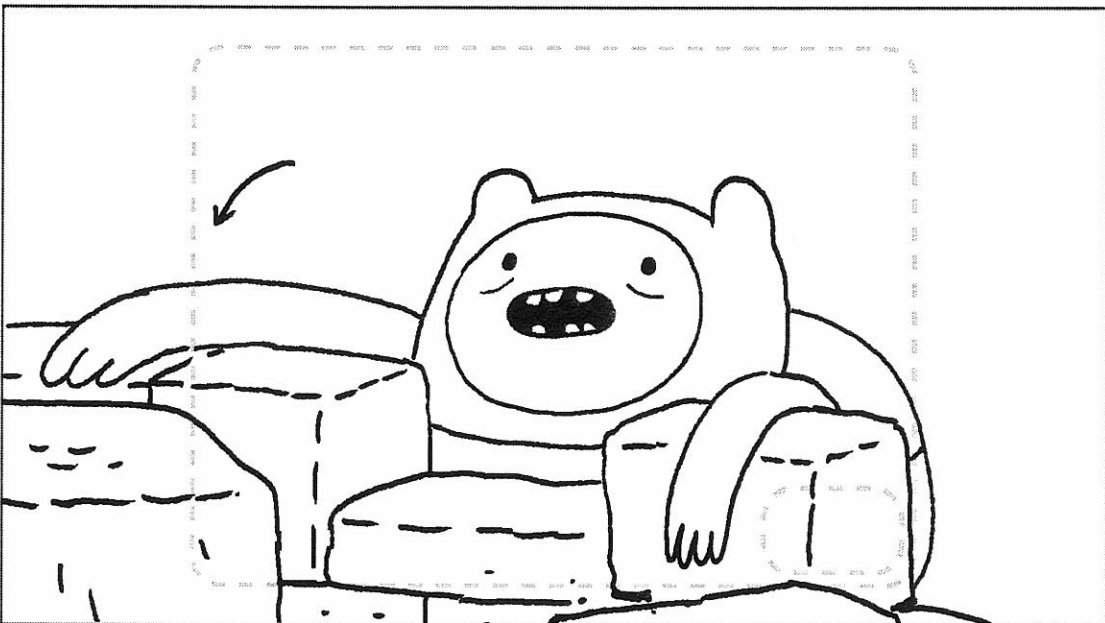


Sc. 96

Pnl. B

Bg.

day night



Dialog:

(SFX) / WIND

Ⓔ GONNA PULL ~~THAT~~ THAT UNTIL IT COMES OFF.

Action:

FINN'S "EARS" FLAPPING IN THE WIND.

Timing:

EPISODE #

1025-168

Production :

ADVENTURE TIME

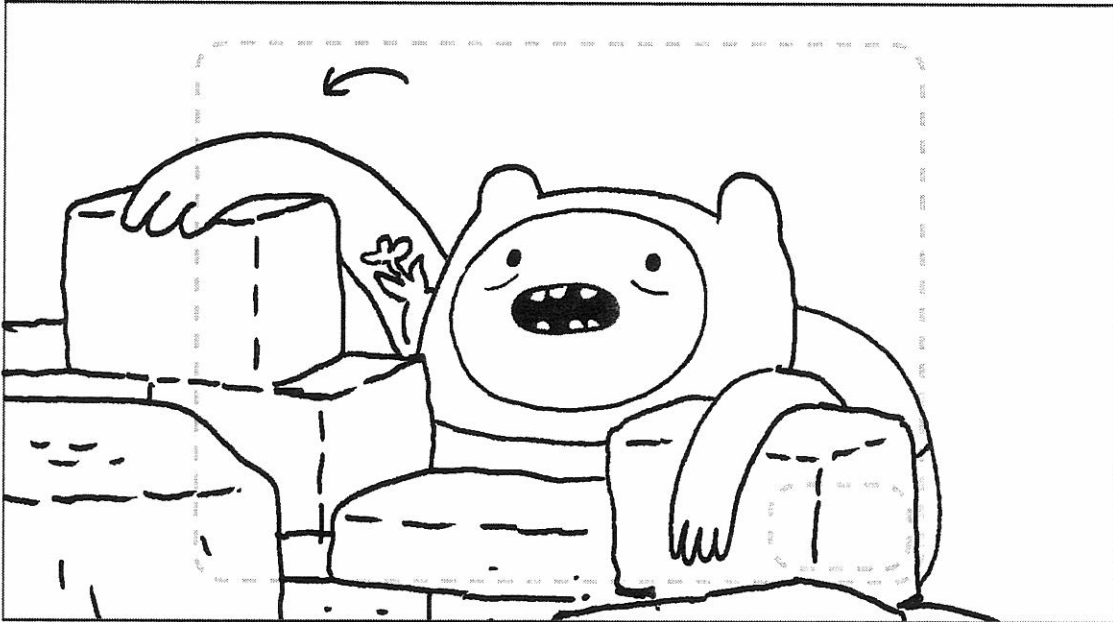


Sc. 96

Pnl. C

Bg.

day night

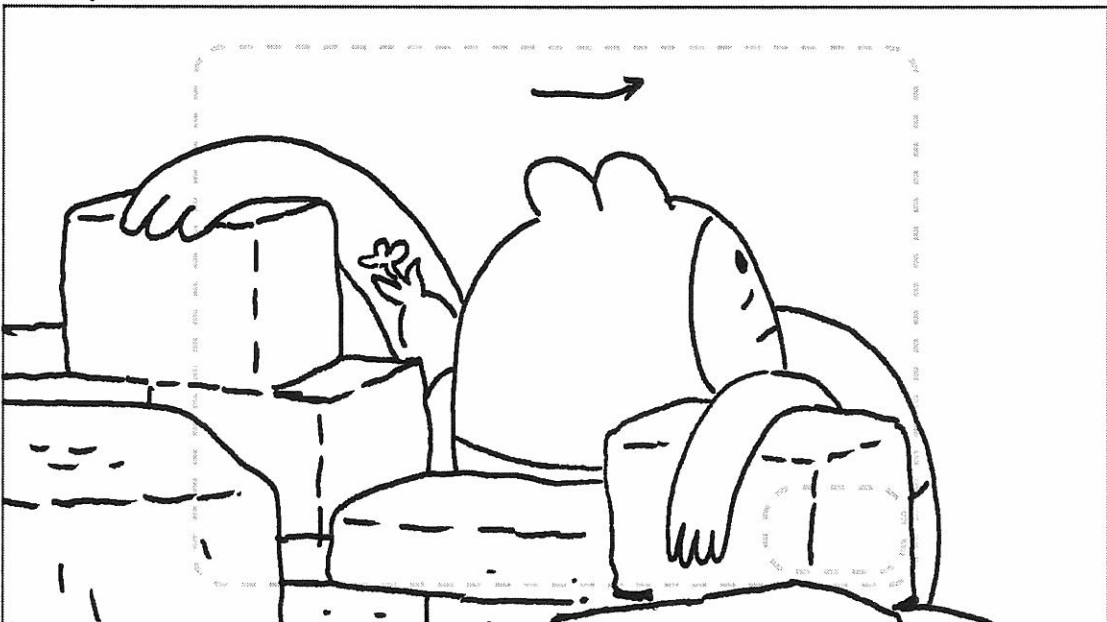


Sc. 96

Pnl. D

Bg.

day night



Dialog:

Ⓕ BABY'S BUILDING A TOWER OF REVENGE\* (CUT OFF)

OS. CARROLL / HEY KID!

Action:

STARTS A NEW VERSE

Timing:

1025-168

EPISODE #

Production :

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# ADVENTURE TIME

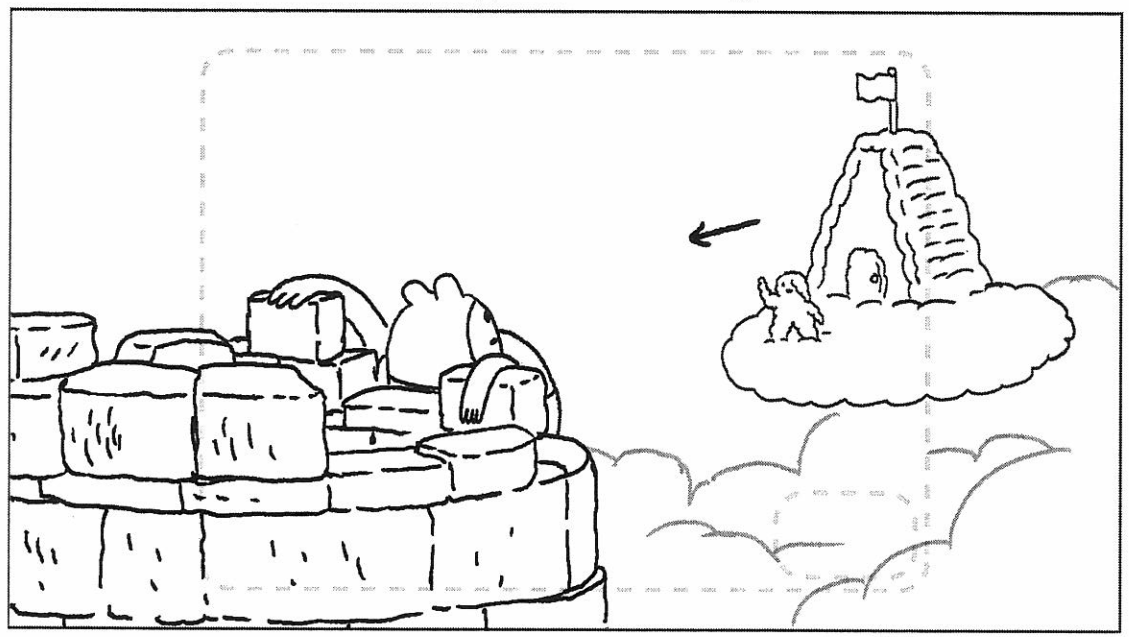


Sc. 97

Pnl. A

Bg.

day night

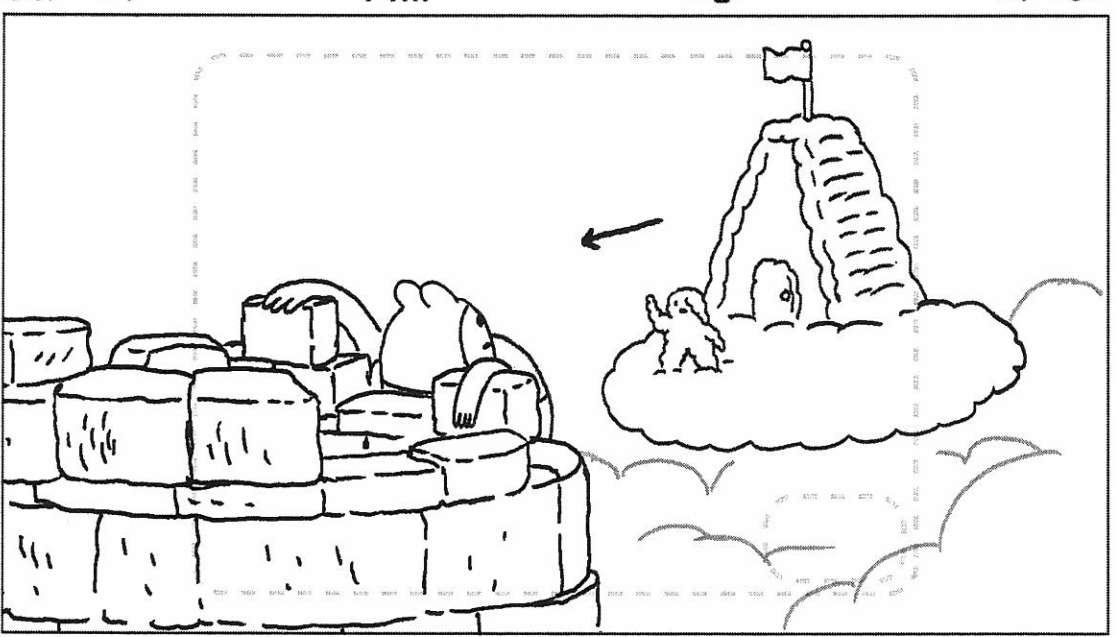


Sc. 97

Pnl. B

Bg.

day night



Dialog:

CARROLL/ IT'S ME AGAIN. CARROLL.      CARROLL/ MY NAME'S CARROLL

Action:

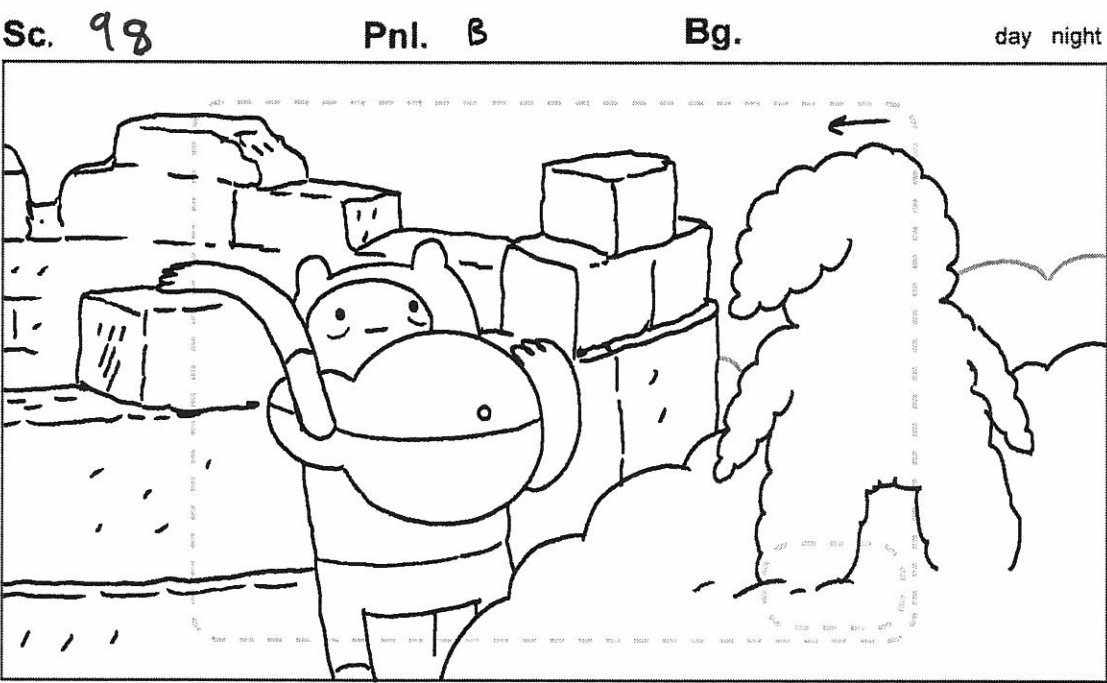
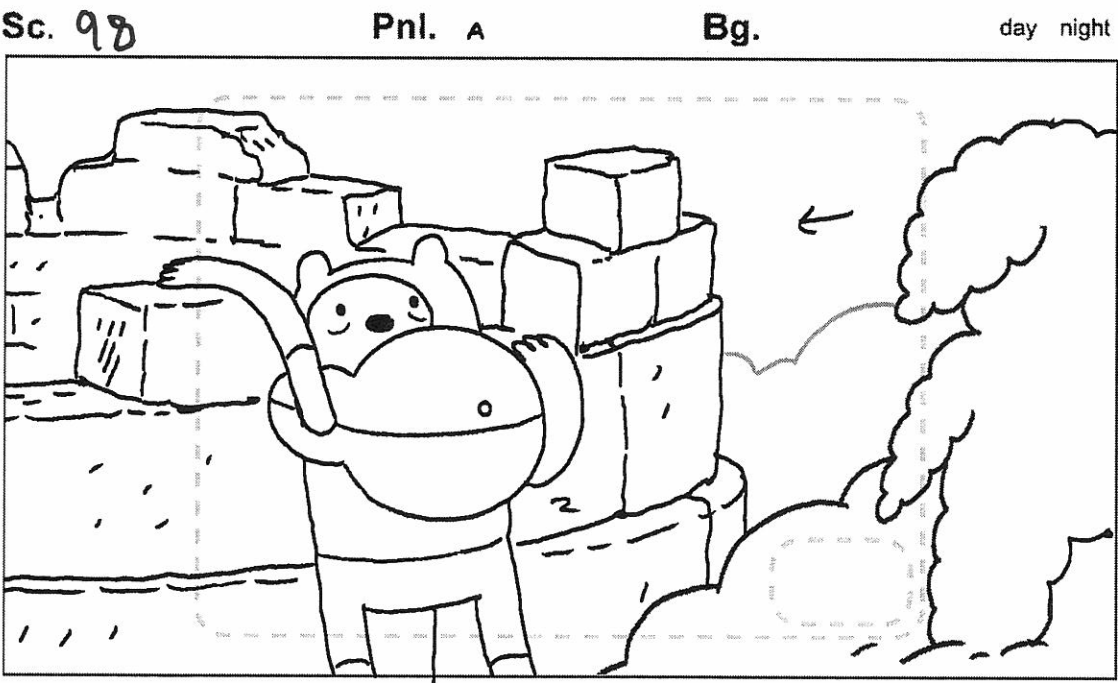
Timing:


1025-168

EPISODE #

Production :

# ADVENTURE TIME



Dialog:	ⓔ FINN.	
Action:		- WIND SETTLES DOWN - CLOUD HOUSE EASES IN.
Timing:	1 STARTING POSE.	

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

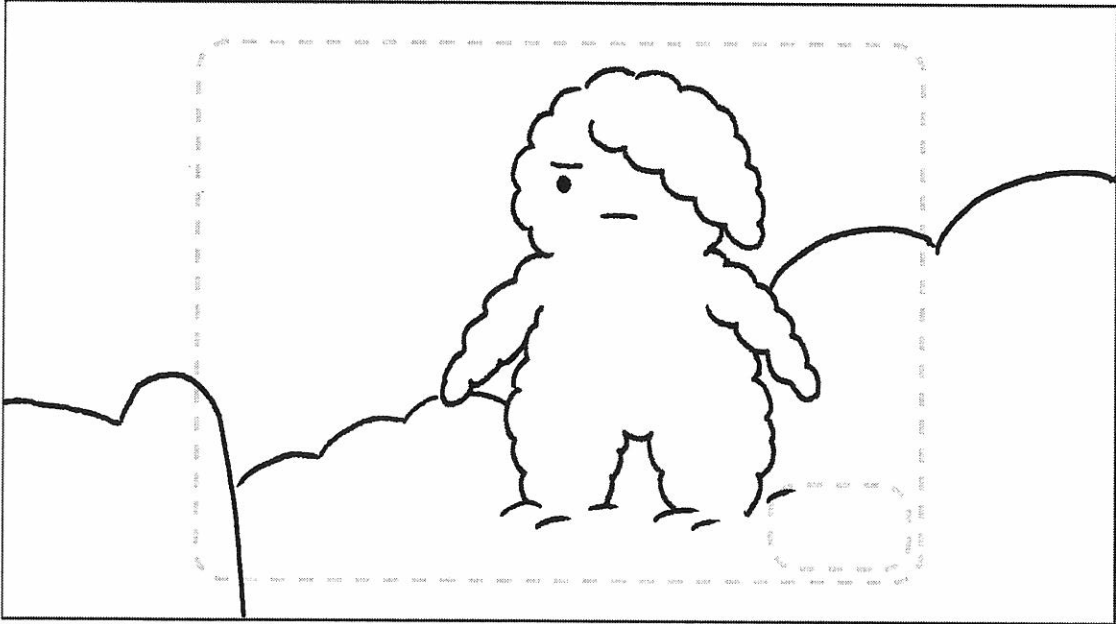


Sc. 99

Pnl. A

Bg.

day night

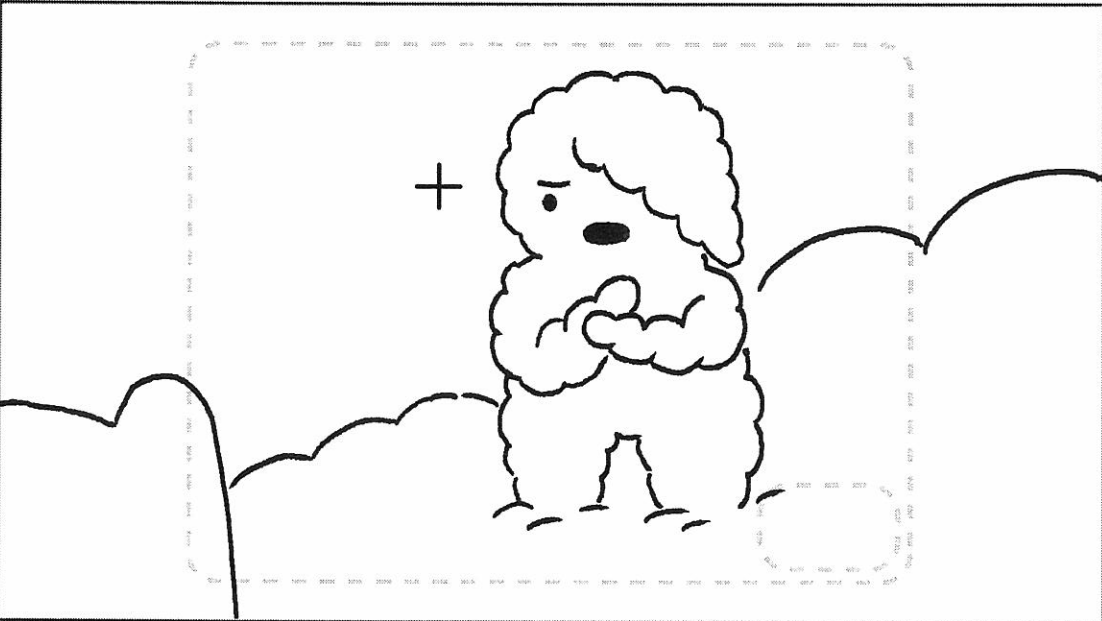


Sc. 99

Pnl. B

Bg.

day night



Dialog:

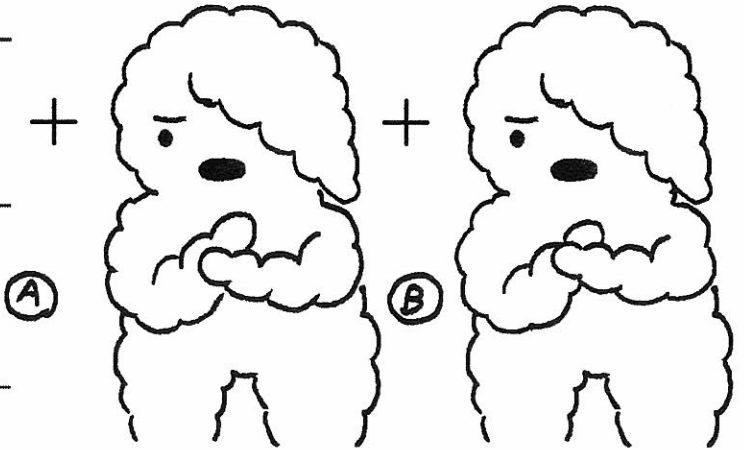
©/ FINN, LOOK

Action:

STARTING  
POS.

Timing:

A B A



EPISODE #

1025-168

Production :



ADVENTURE TIME

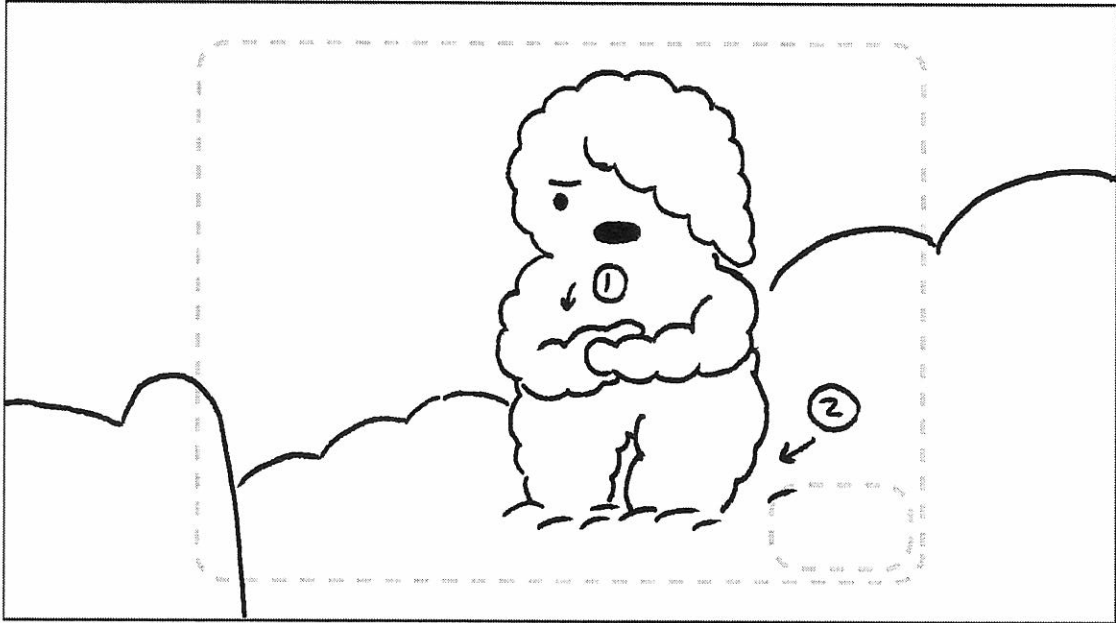


Sc. 99

Pnl. C

Bg.

day night

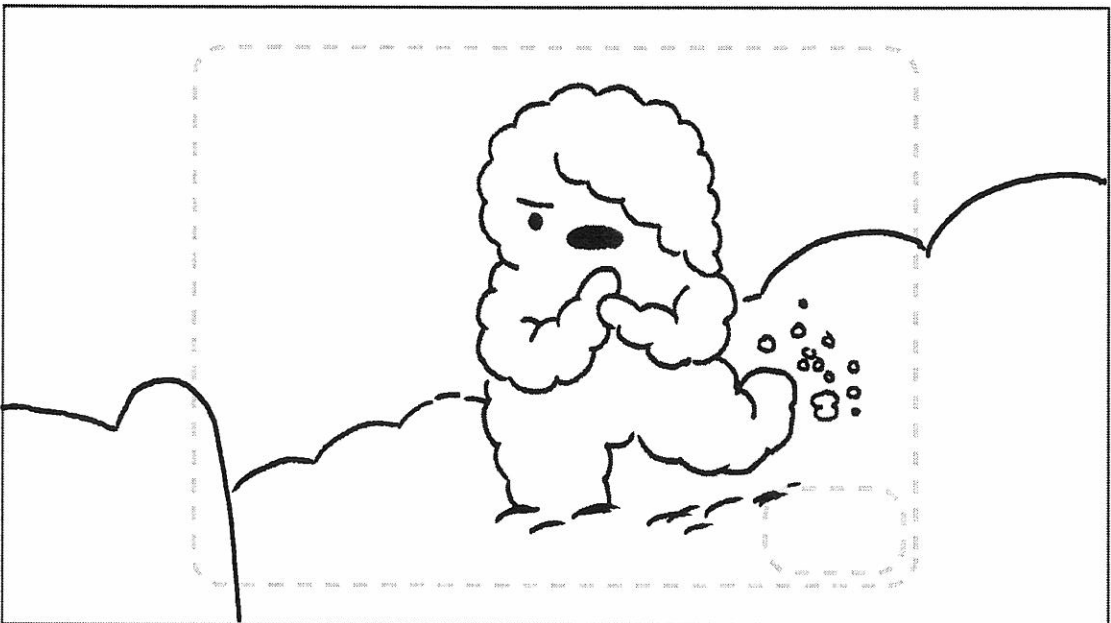


Sc. 99

Pnl. D

Bg.

day night



Dialog:

©/ I'M SORRY ABOUT BLASTING YOU YESTERDAY,

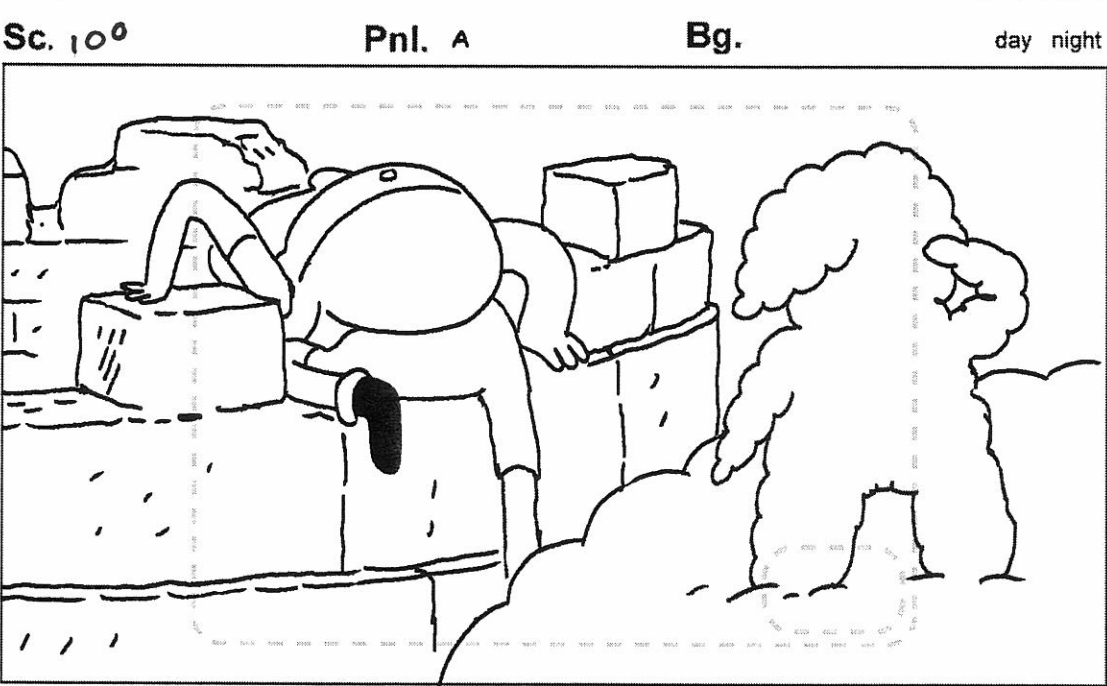
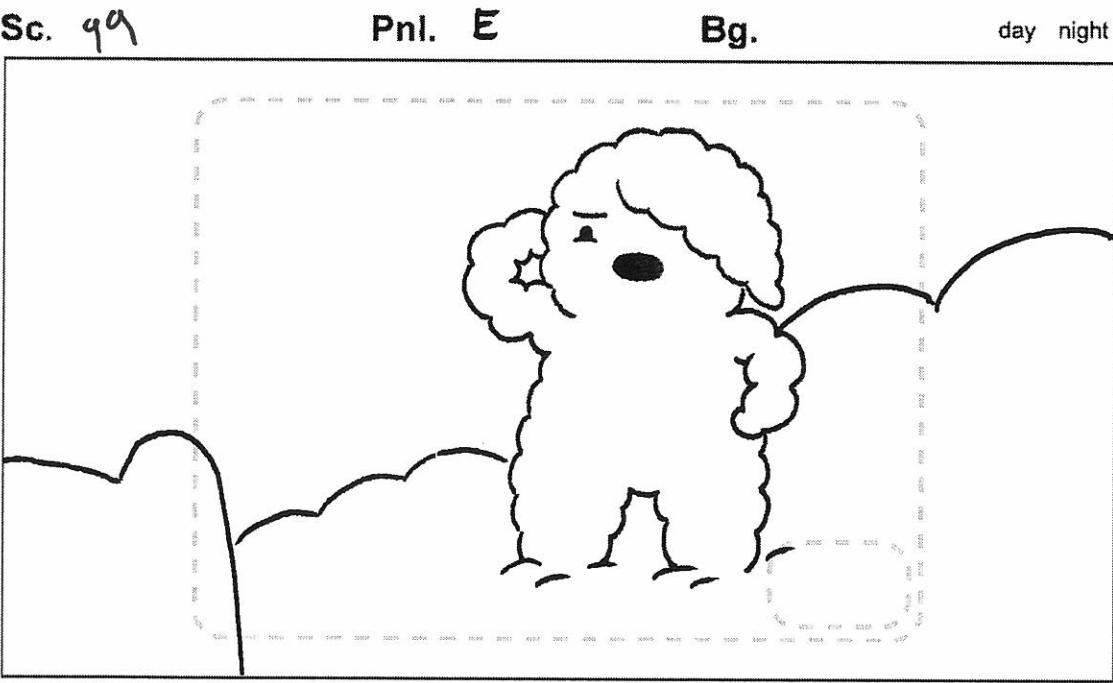
Action:

KICKS

Timing:

EPISODE # 1025-168  
Production :

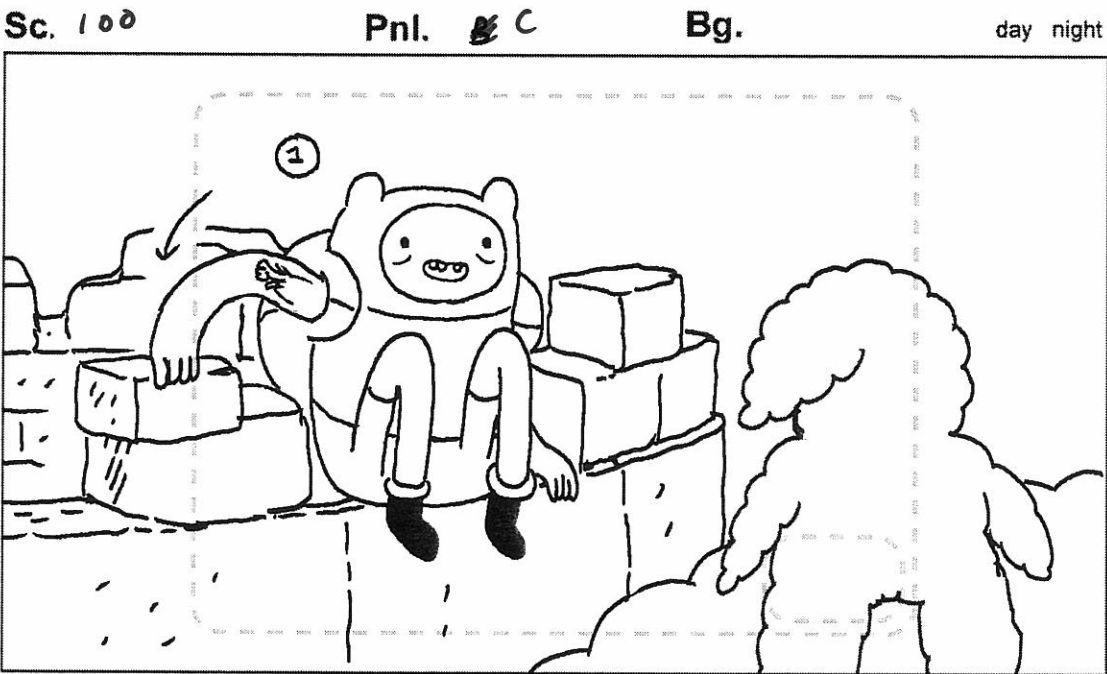
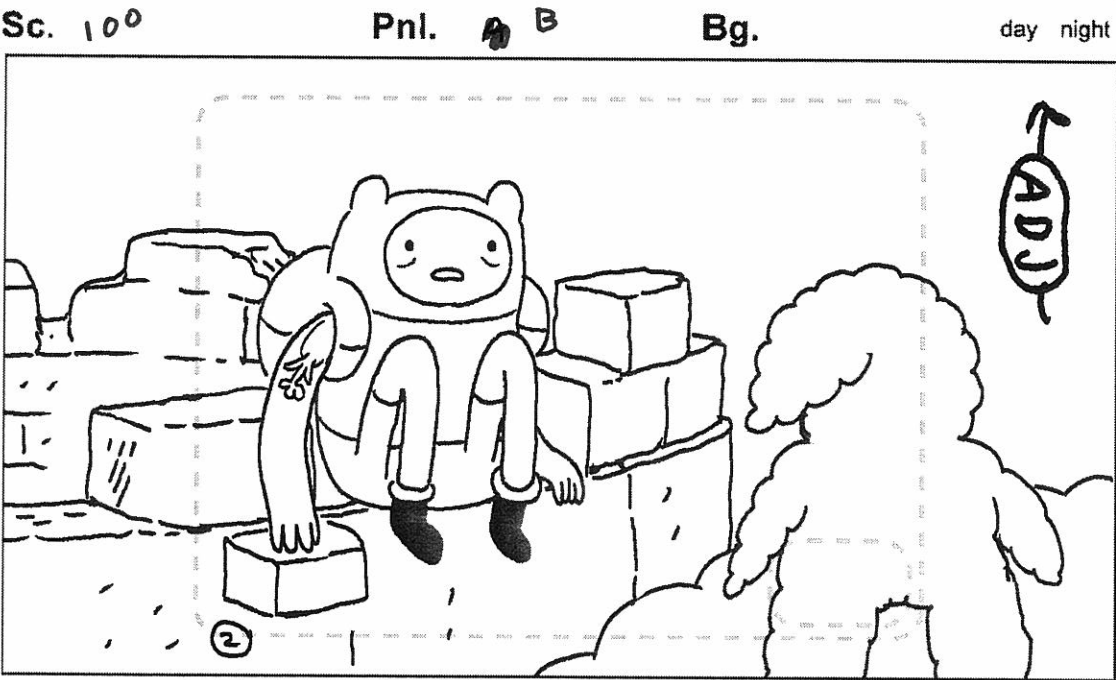
ADVENTURE TIME



Dialog:		© / . . HEY MAN ARE YOU REALLY GOING TO DO THOSE THINGS?		Ⓕ / : UH :	
Action:		<div><div>A</div><div>B</div></div>		ABABA	
Timing:					

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ADVENTURE TIME



Dialog: F/ YEAH, FOR REVENGE.

Action: STILL BUILDING.

Timing:

I THINK IT'LL FEEL GOOD!

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# ADVENTURE TIME



Sc. 101

Pnl. A

Bg.

day night

Sc. 101

Pnl. B

Bg.

day night

Dialog:

©/ I GET IT, I GET IT,

Action:

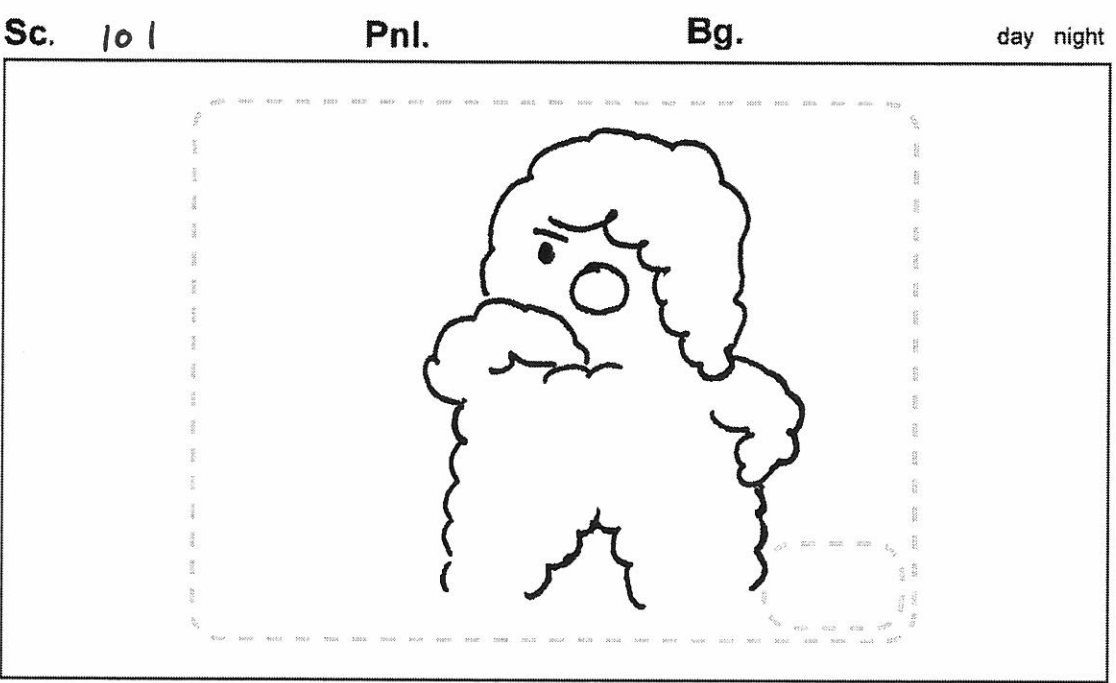
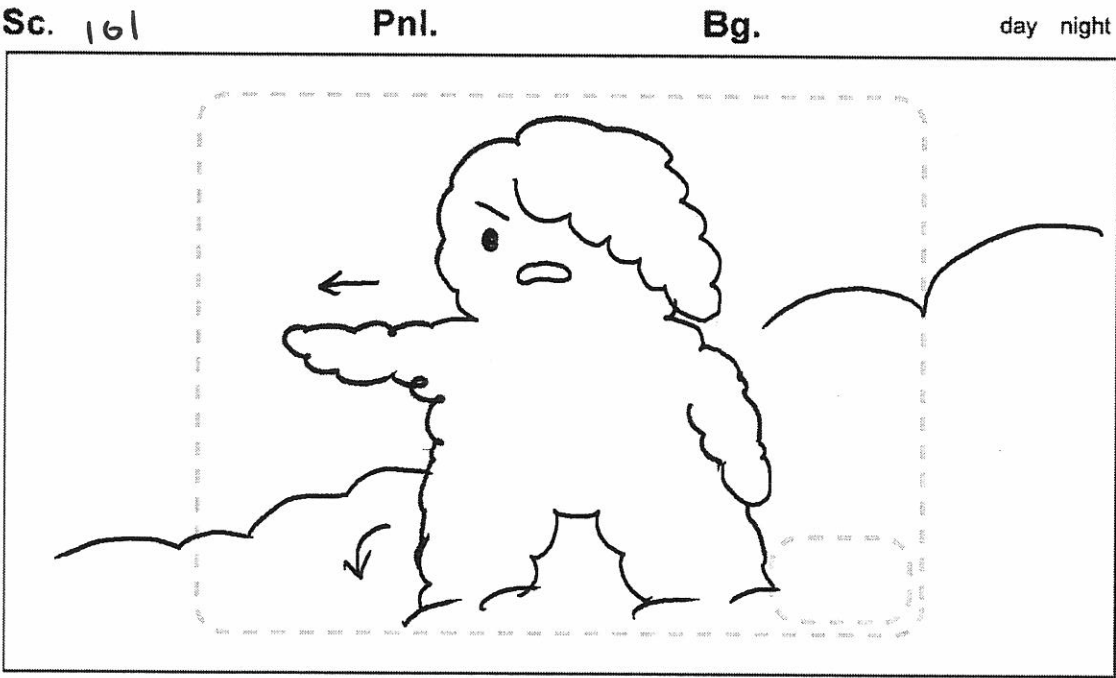
STARTING POS.

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Dialog:	© BUT LET ME TELL YOU SOMETHING ,	©/ <u>I</u> USED TO BE <u>WATER.</u>
Action:	= A STRONG POINT =	
Timing:		

1025-168  
EPISODE #  
Production :

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ADVENTURE TIME

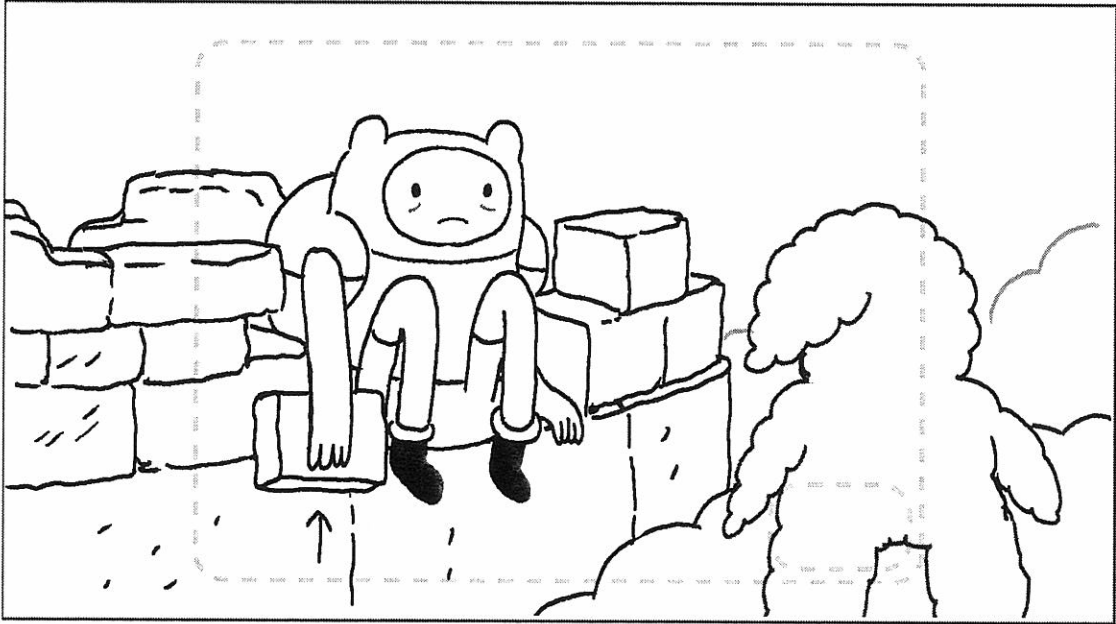


Sc. 102

Pnl. A

Bg.

day night

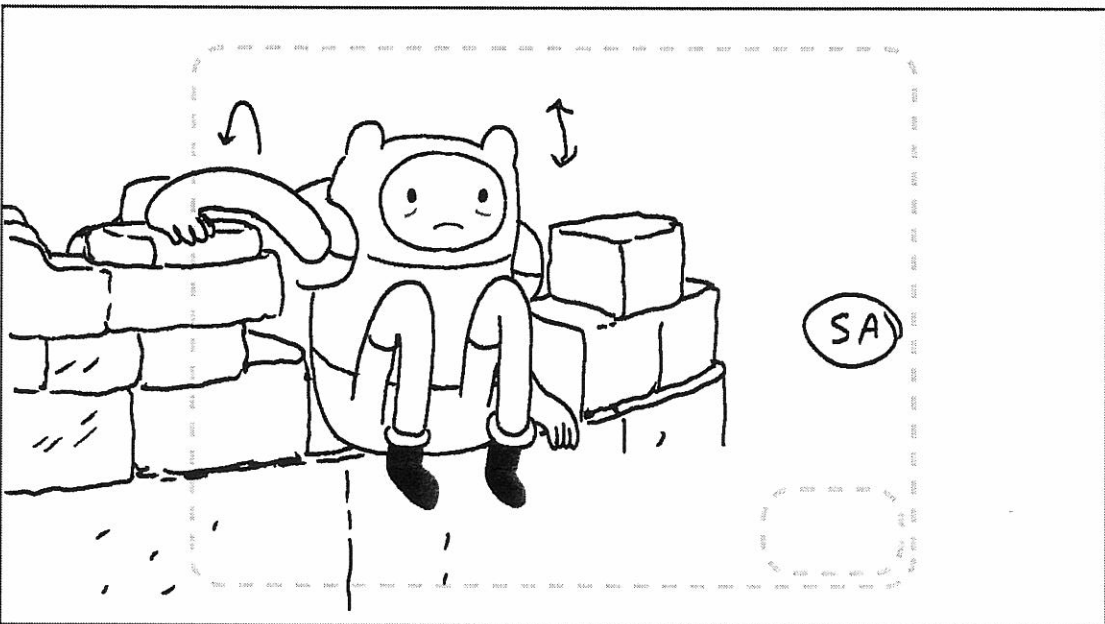


Sc. 102

Pnl. B

Bg.

day night



Dialog:

© / LIKE A POND OR SOMETHING. REAL WET.

Action:

FINN BUILDING, NODDING

Timing:

EPISODE # 1025-168

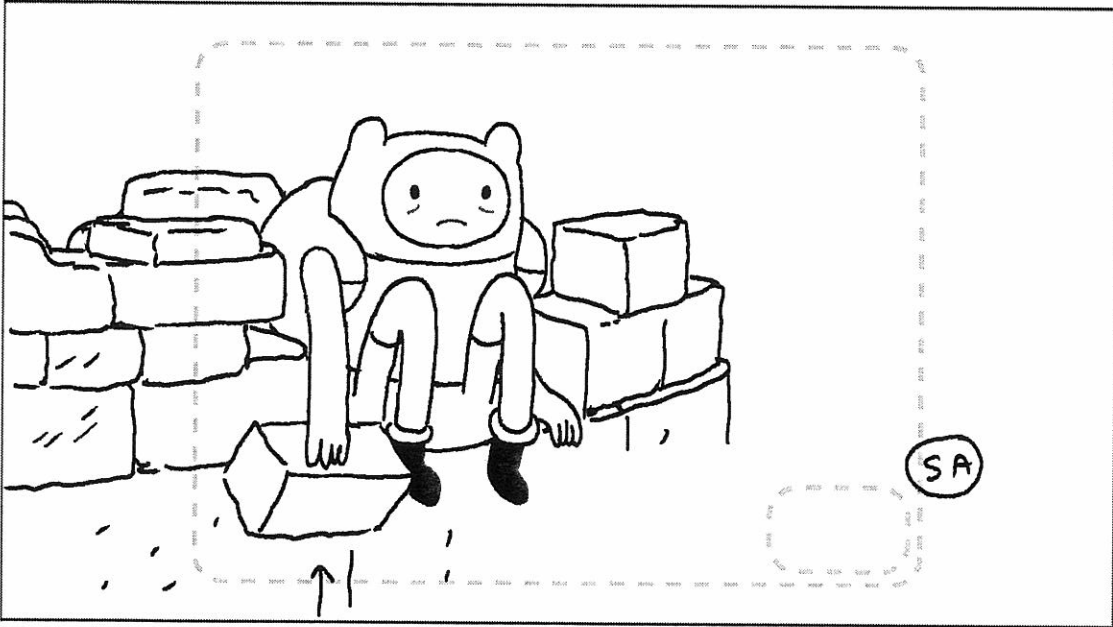
Production :

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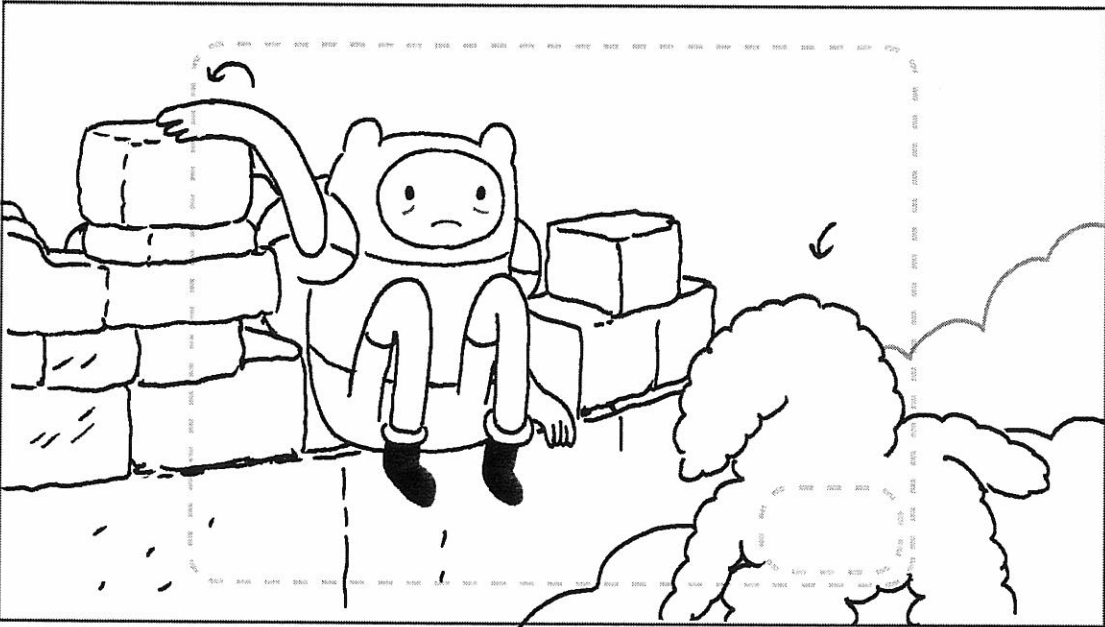
ADVENTURE TIME



Sc. 102 Pnl. C Bg. day night



Sc. 102 Pnl. D Bg. day night



Dialog:
Action: EXTRA BRICK POSES IF THEY'R NEED FOR TIME. CARROLL STARTS TO SIT DOWN.
Timing:



ADVENTURE TIME

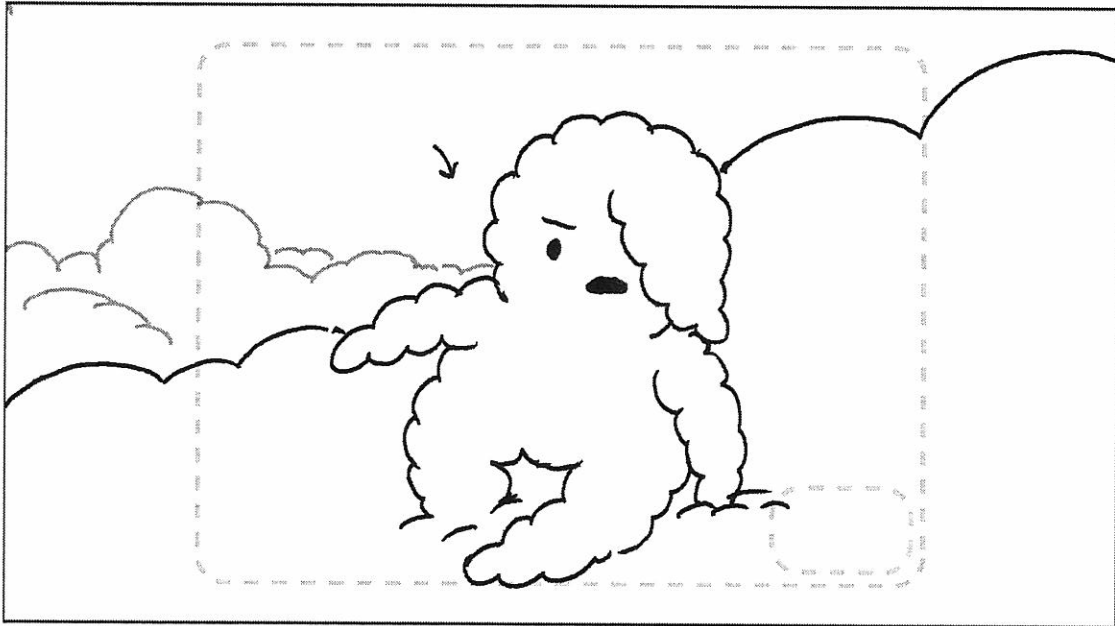


Sc. 103

Pnl. A

Bg.

day night

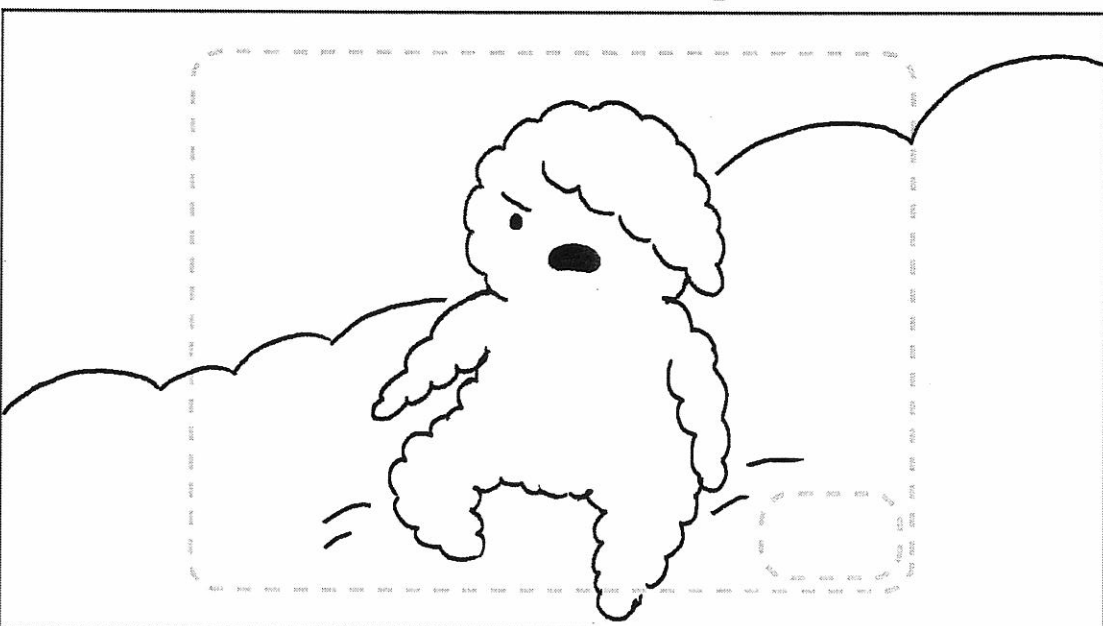


Sc. 103

Pnl. B

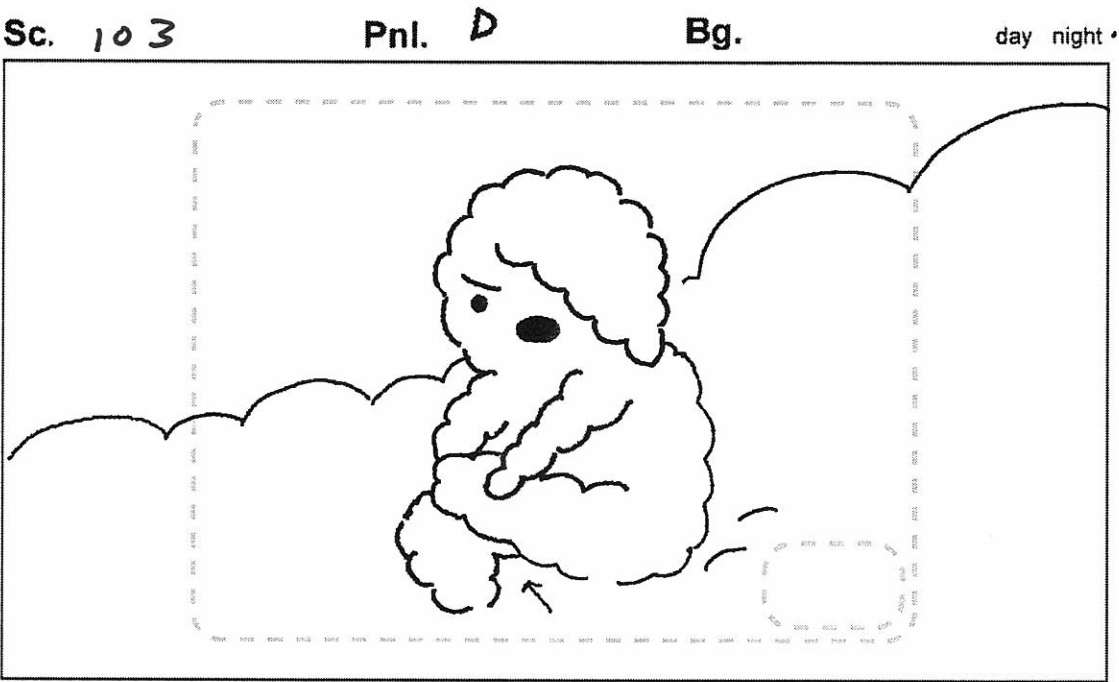
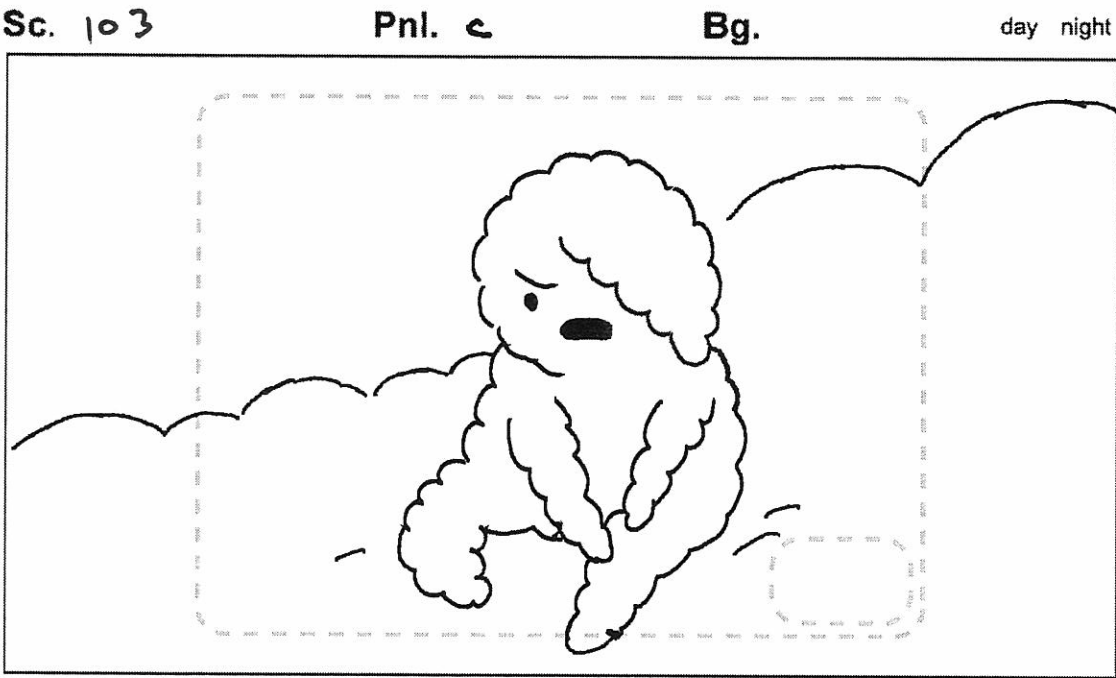
Bg.

day night



Dialog:	©/ I USED TO <u>HATE</u> PEOPLE SWIMMING IN ME, KICKING AND STUFF, SO WHAT DID I DO? I EVAPORATED. I GOT MYSELF OUT OF THERE.
Action:	↑ DIAG. THRU THE SCENE. CARROLL SITS
Timing:	

ADVENTURE TIME



Dialog:	
Action:	THIS WHOLE TIME CARROLL IS TRYING TO GET INTO THE LOTUS POSITION.
Timing:	

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# ADVENTURE TIME



Page 169

Sc. 103

Pnl. E

Bg.

day night

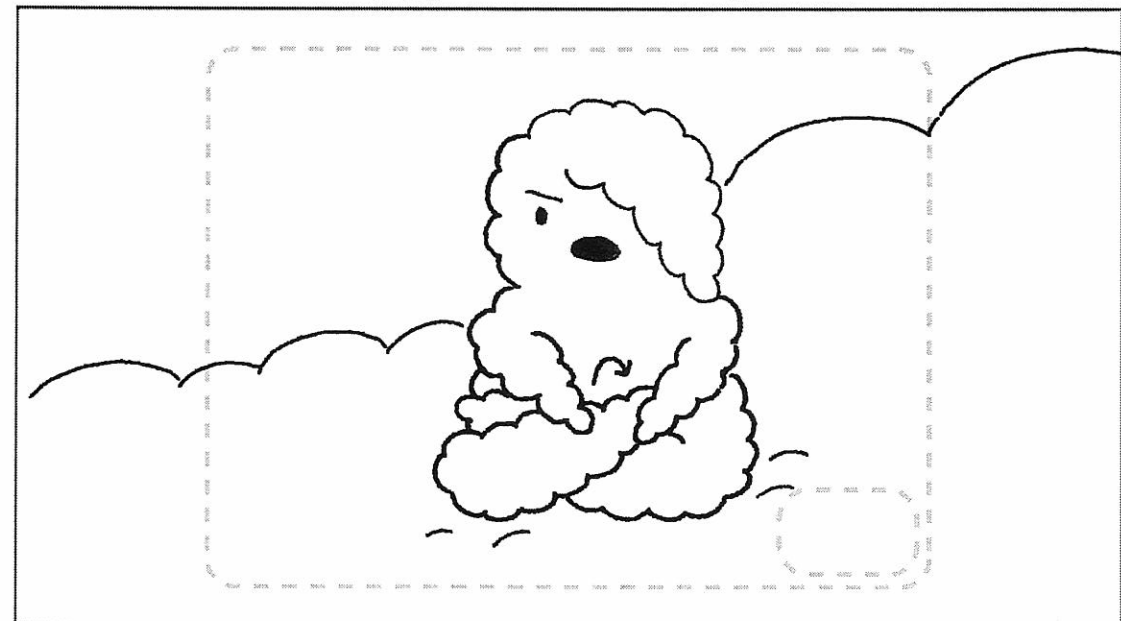


Sc. 103

Pnl. F

Bg.

day night



Dialog:

Action:

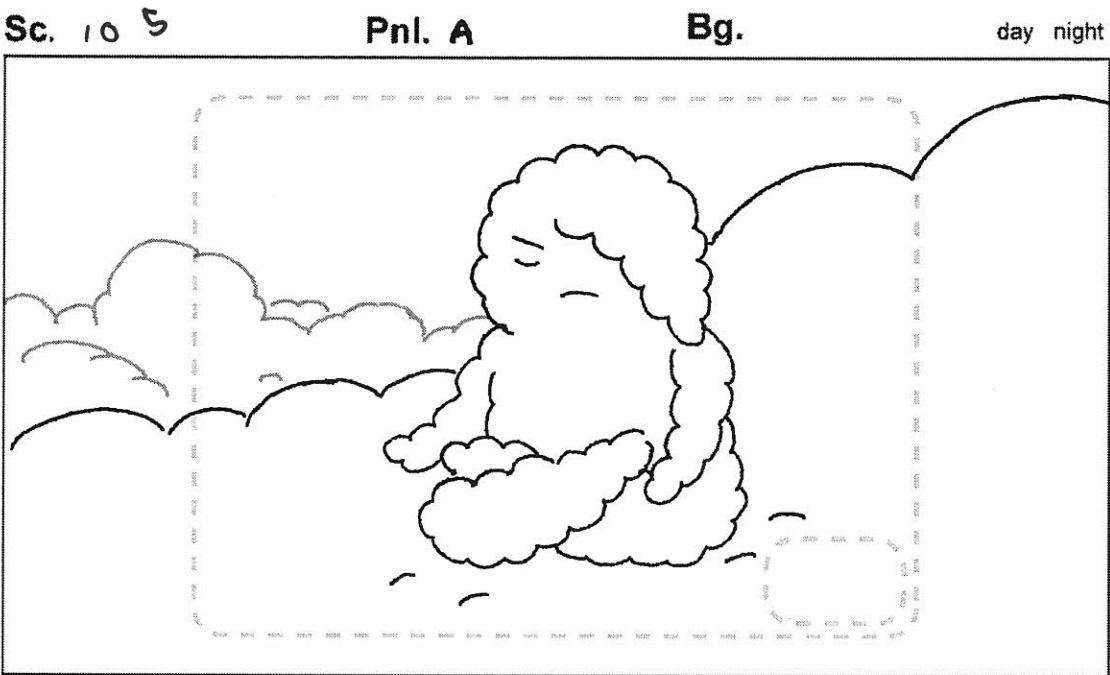
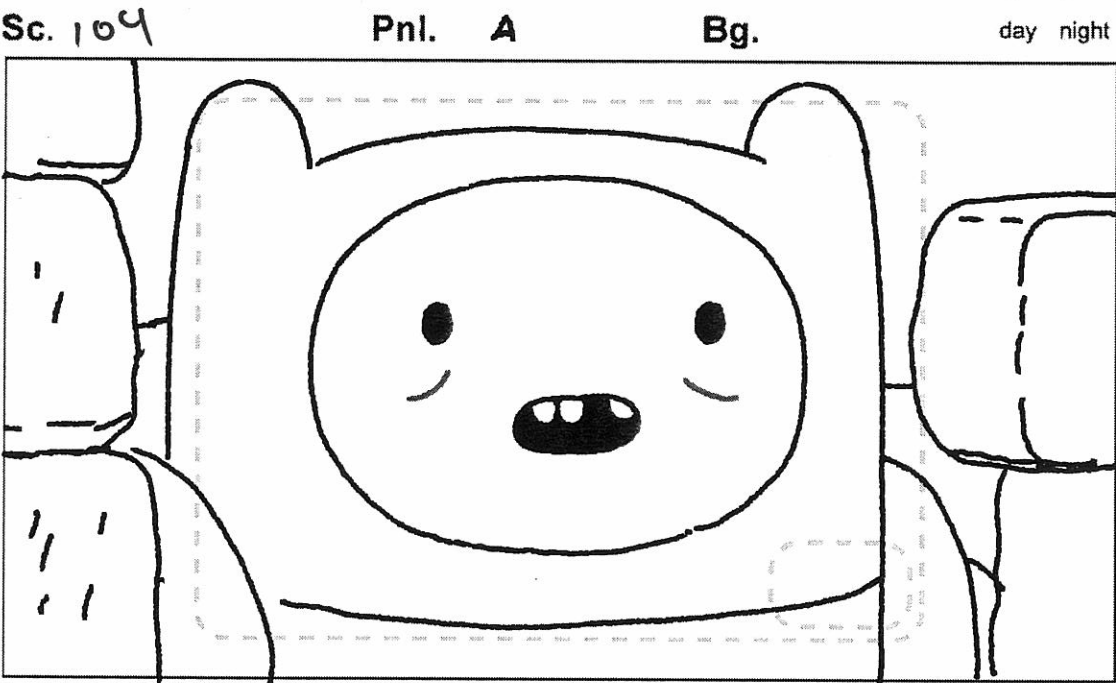
REALLY PUTS THAT LEG THERE

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Dialog:	
ⓕ/ YOU SHOULD HAVE PULLED OFF THEIR LEGS!	
Action:	REAL MATTER OF FACT, STARTING POS.
Timing:	

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ADVENTURE TIME

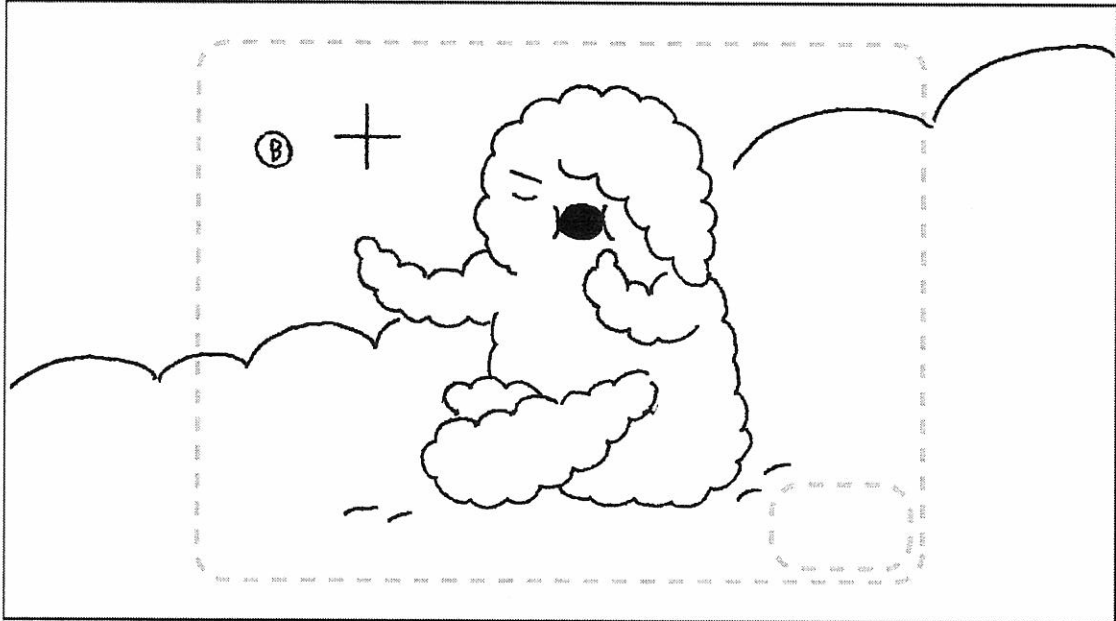


Sc. 105

Pnl. B

Bg.

day night

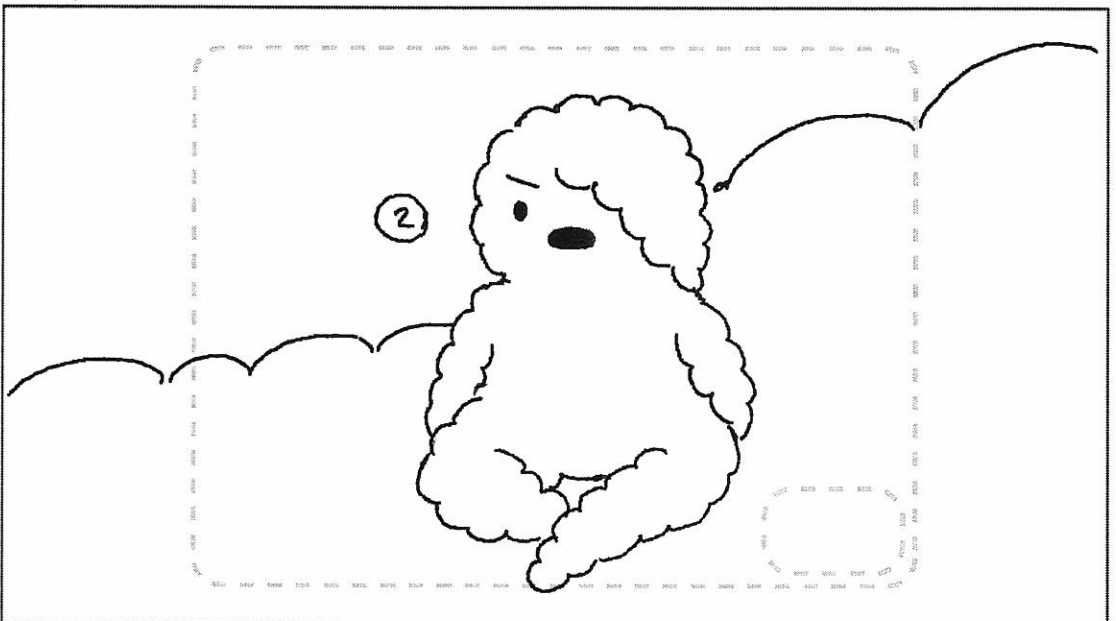


Sc. 105

Pnl. C

Bg.

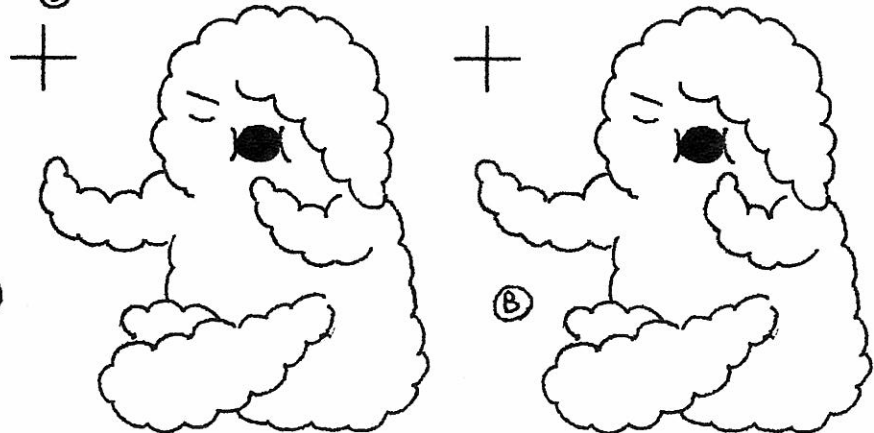
day night



Dialog:

(B) NEH-NEH-NEH-NEH.  
(A) NEH, LISTEN.

Action:



Timing:

(1) YOU HAVE TO STOP OBSESSING  
(2) ABOUT REVENGE!

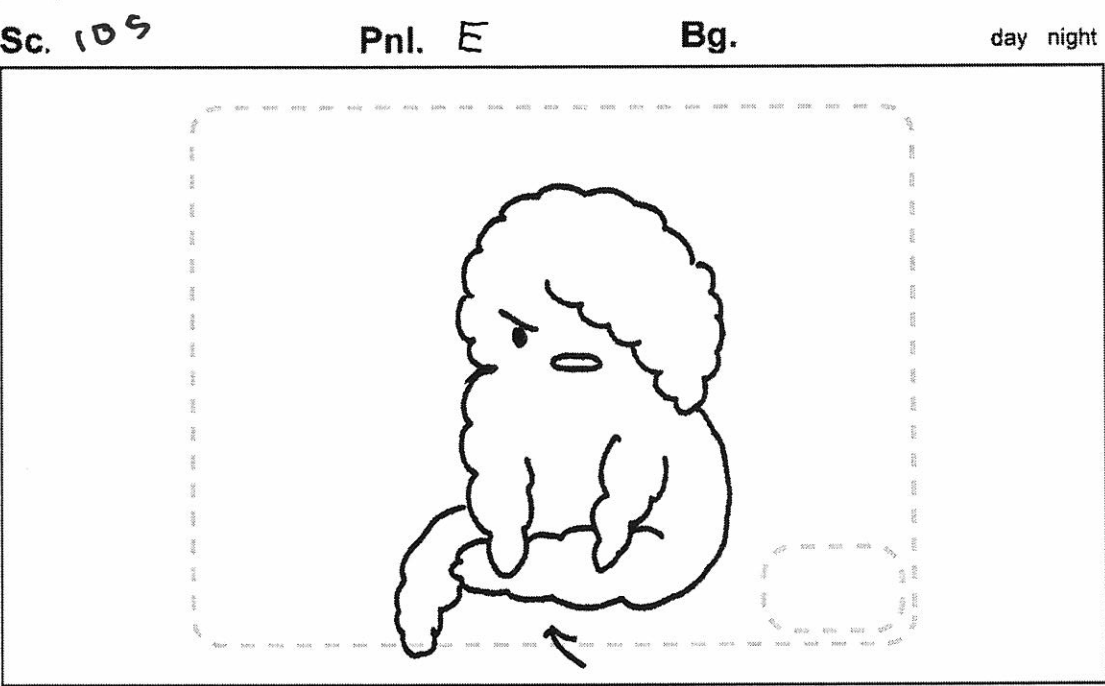
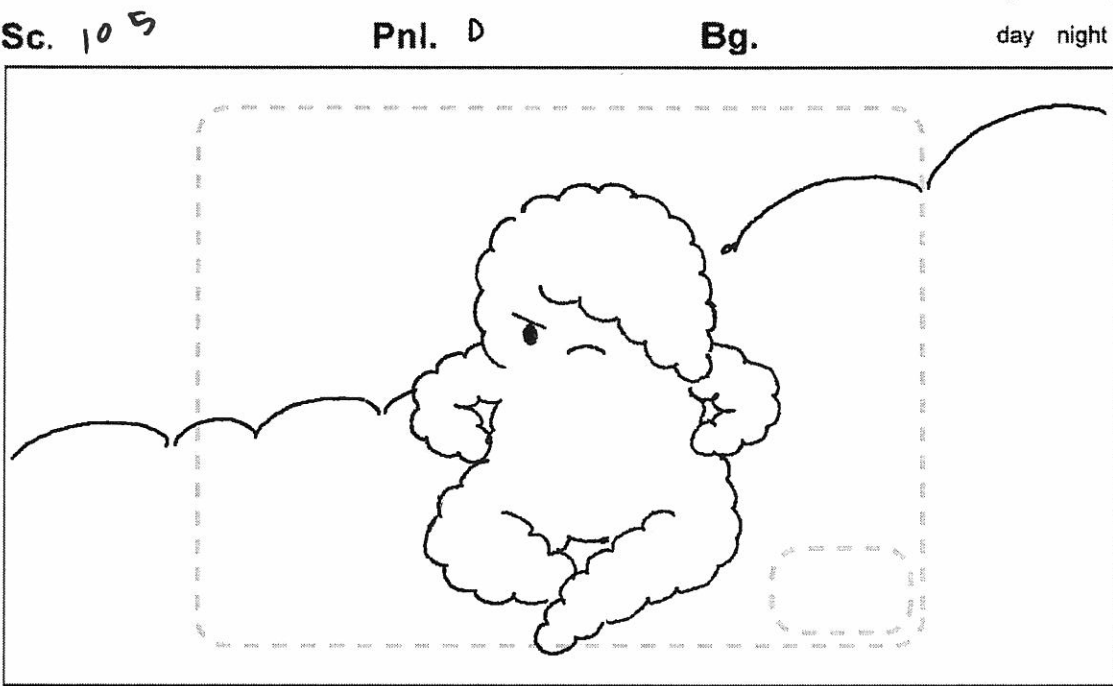


(2) LEGS UNHOOK

EPISODE # 1025-168

Production :

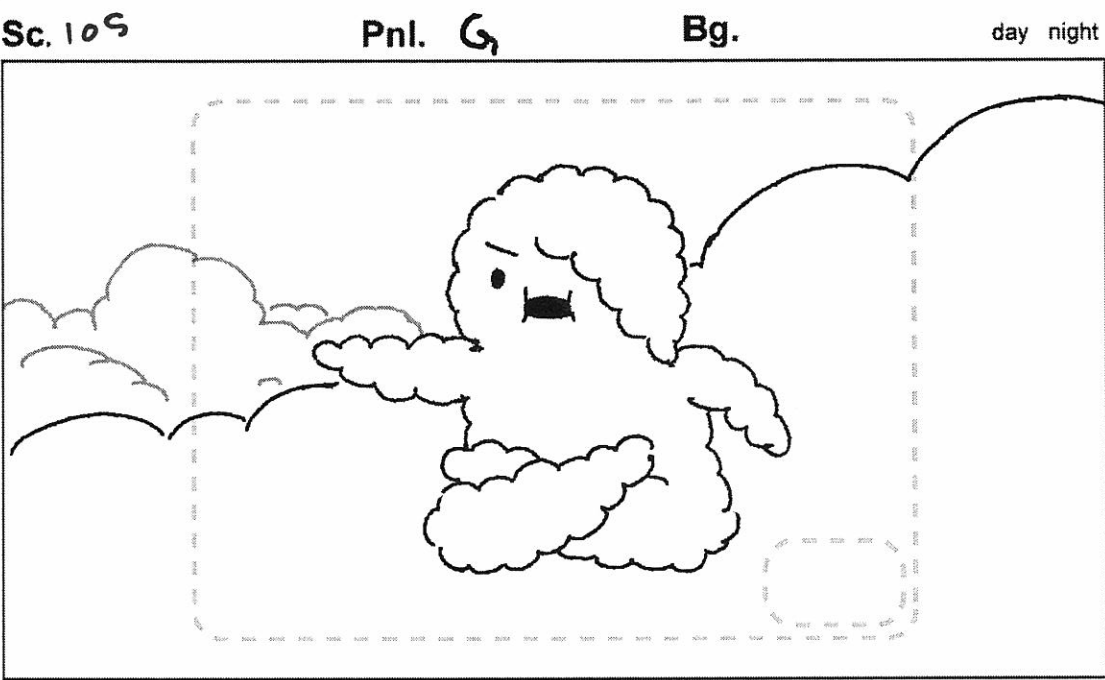
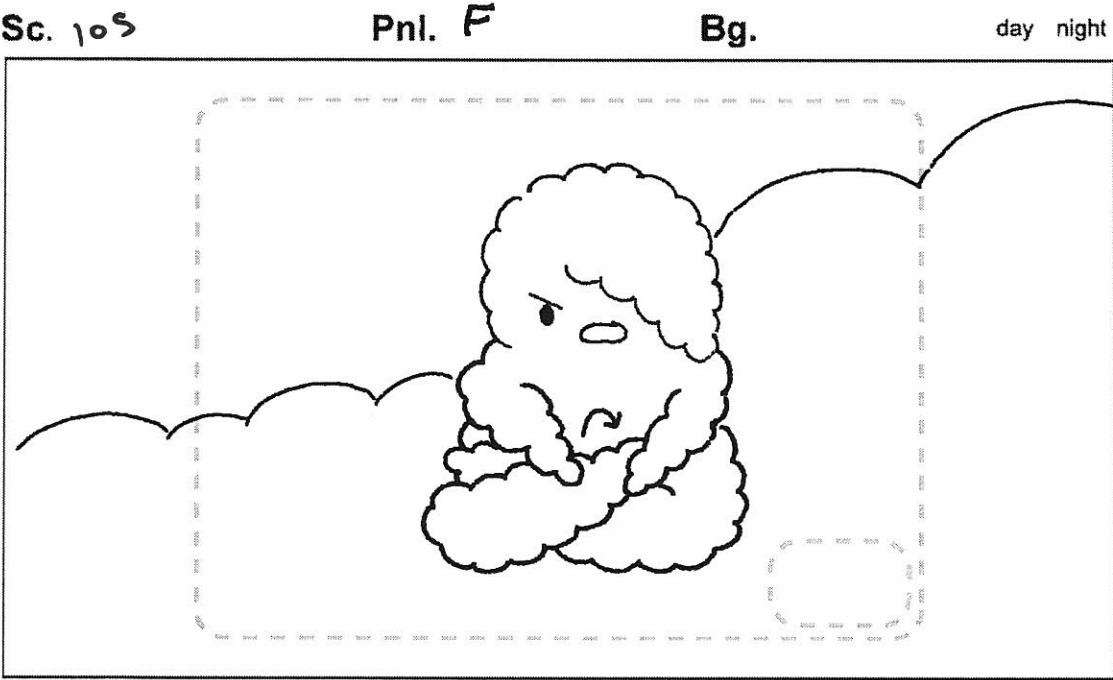
ADVENTURE TIME



Dialog:	©/ BE LIKE ME AND, LIKE, RUN AWAY .
Action:	LOOKS ANGRILY AT HER LEGS
Timing:	

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Dialog:
©/ YOU HAVE TO <del>UGH</del> RUN AWAY - ©/ - AND NEVER STOP HATING YOUR OLD LIFE.
Action:
Timing:

EPISODE # 1025-168

Production :



ADVENTURE TIME



Sc. 105

Pnl. H

Bg.

day night

Sc. 105

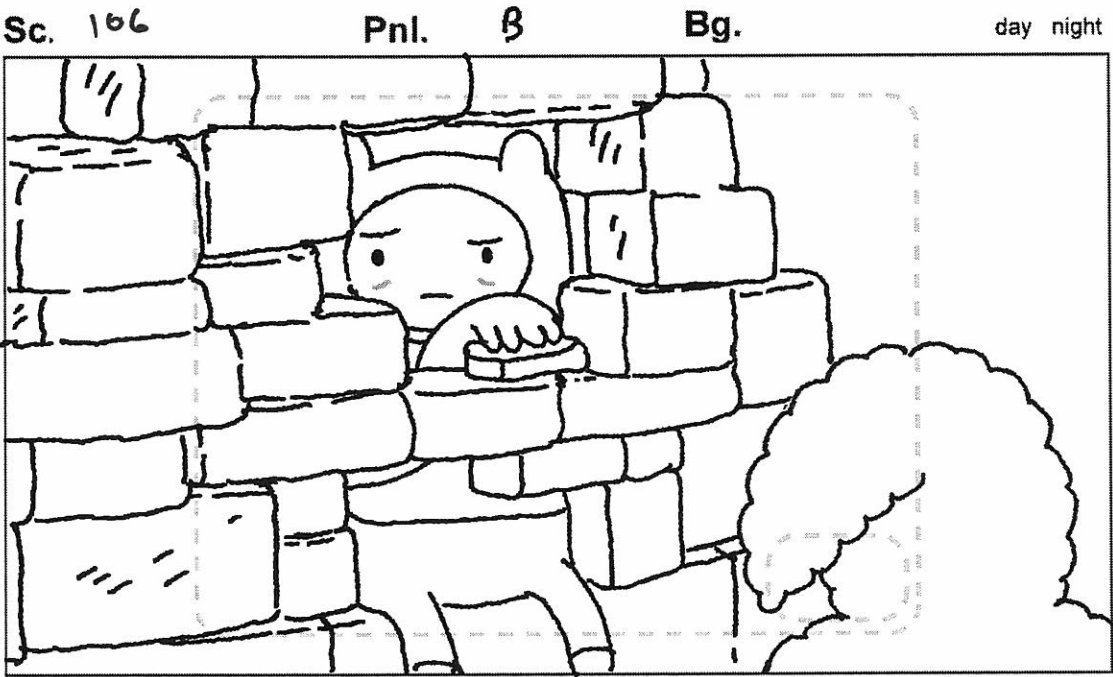
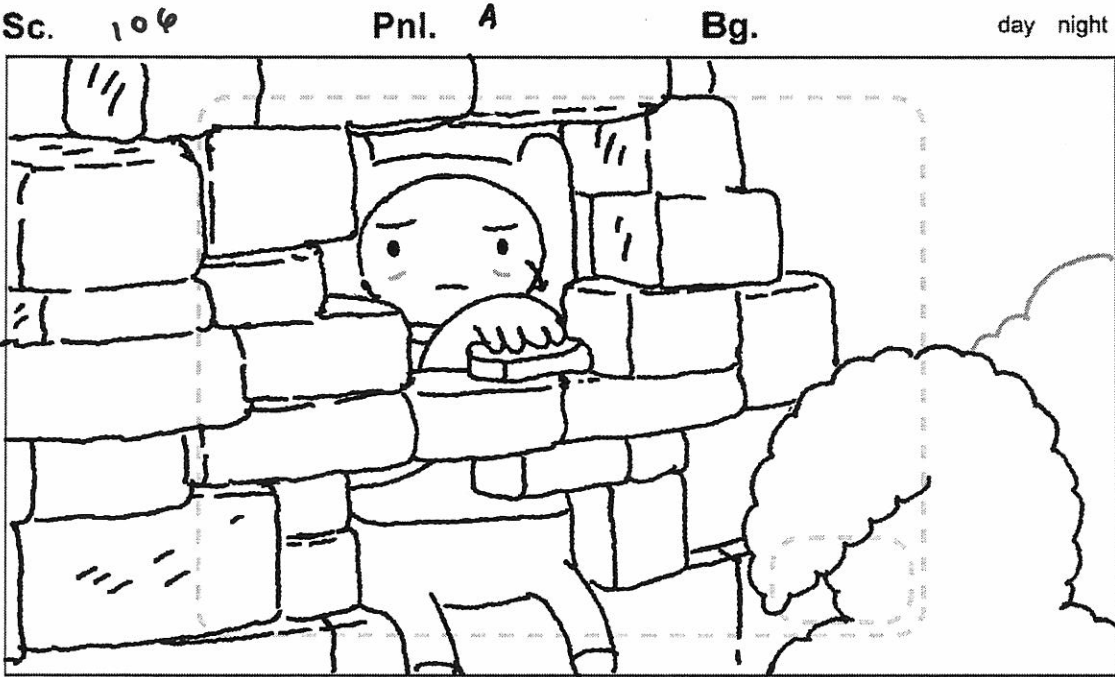
Pnl. I

Bg.

day night

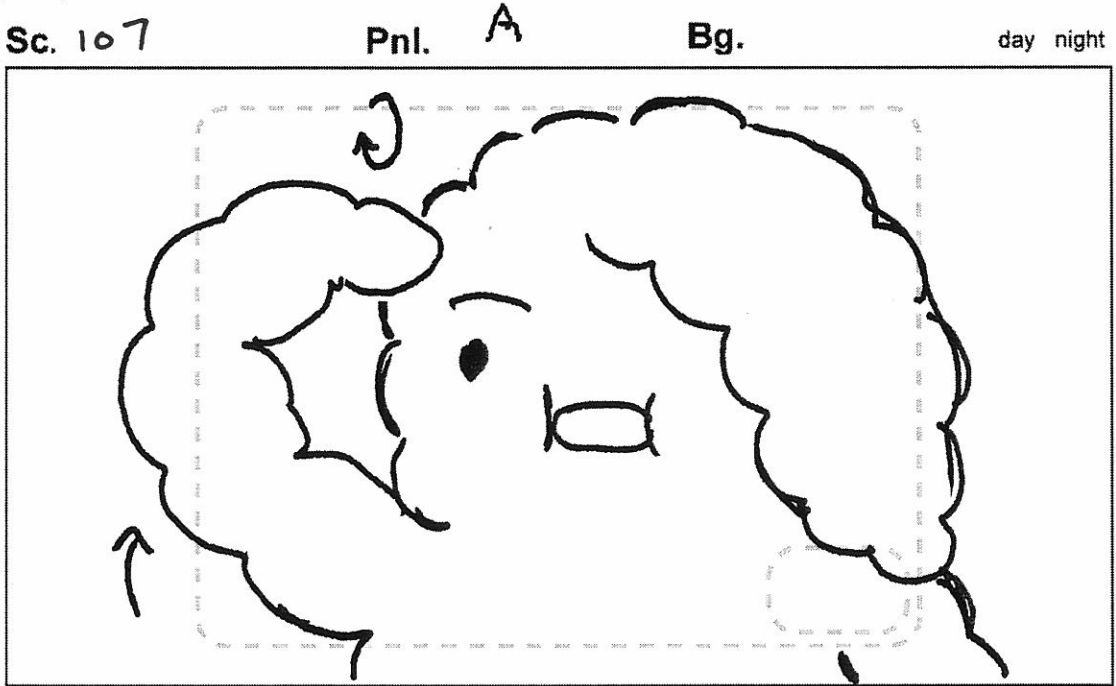
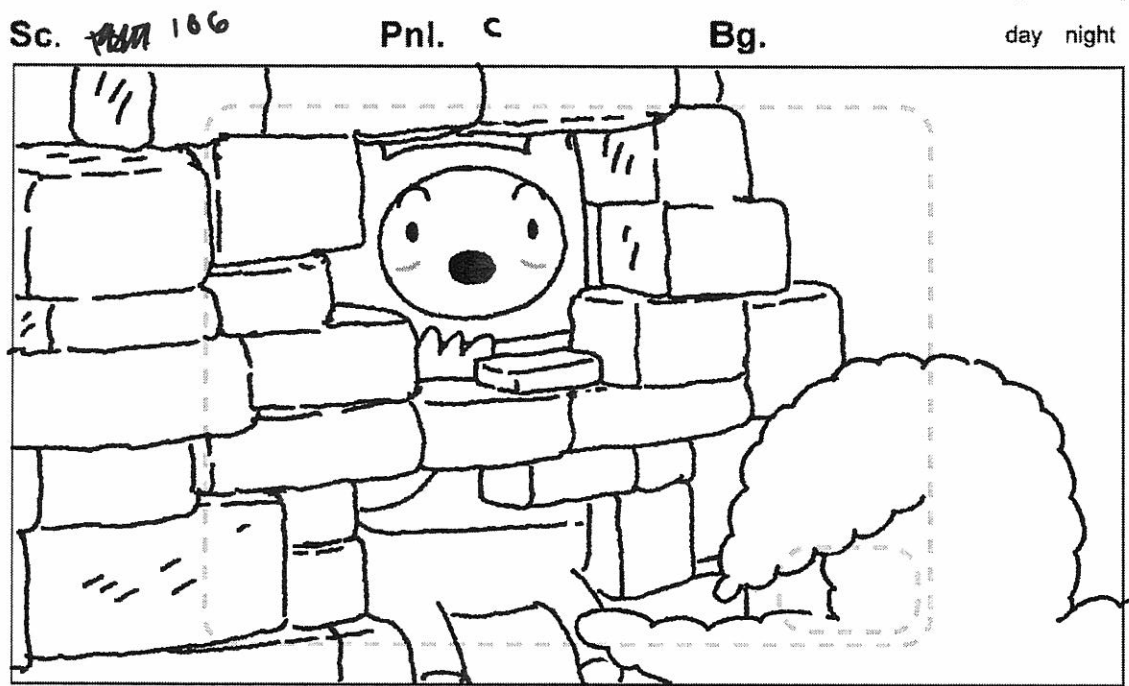
Dialog:	
Action: <div>⋮ BEAT ⋮</div>	UNHOOKED.
Timing:	

ADVENTURE TIME



Dialog:
©/ Y'GOTTA REALLY DWELL ON IT.
Action:
FINN PLACES LITTLE BRICK, AND THINKS.
Timing:

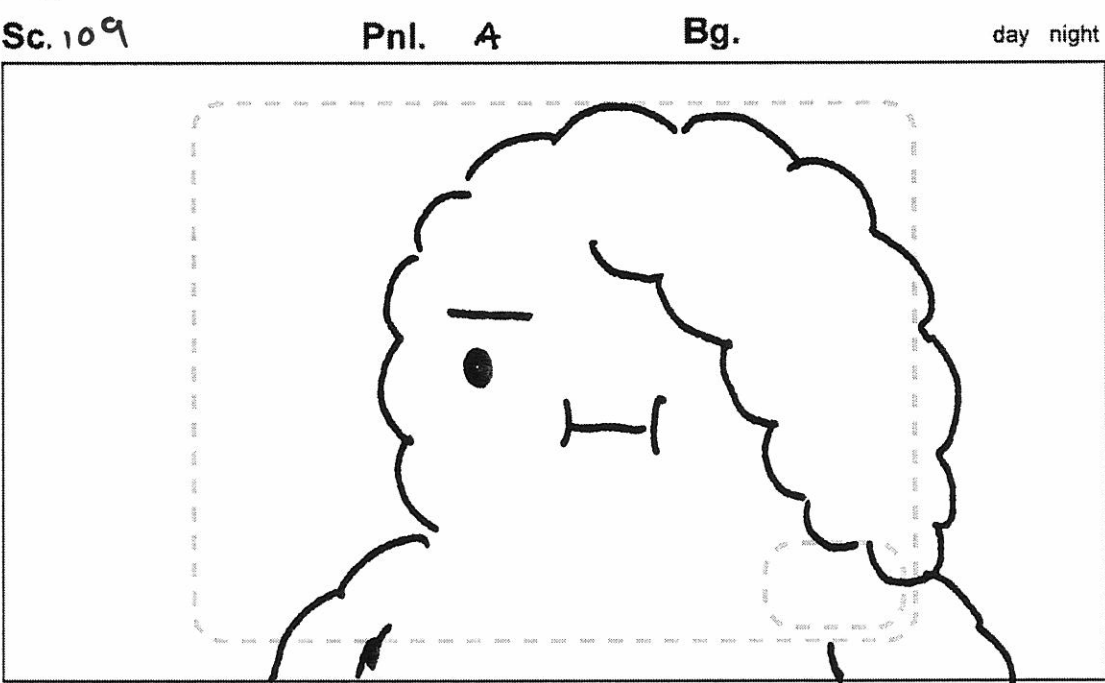
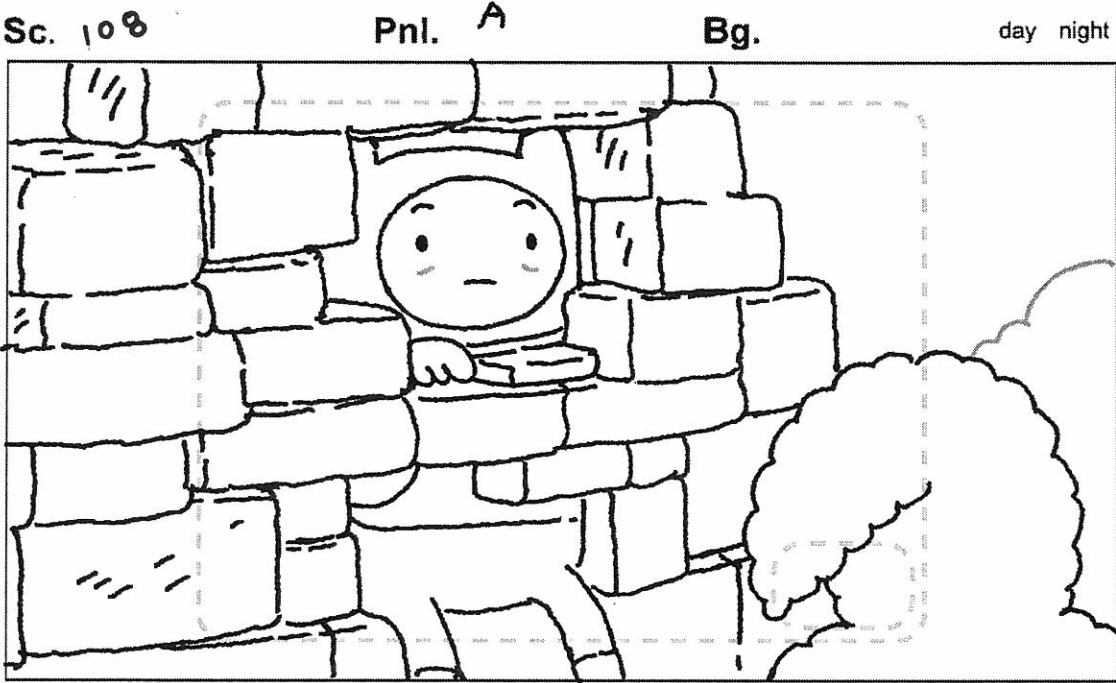
ADVENTURE TIME



Dialog:	©/ A A H. ©/ WHAT WAS THAT !	©/ I JUST THOUGHT ABOUT MY ANXIETIES AND IT'S LIKE MY MIND - HAND TOUCHED A HOT MEMORY STOVE .
Action:		
Timing:		

EPISODE # 1025-168  
Production :

ADVENTURE TIME



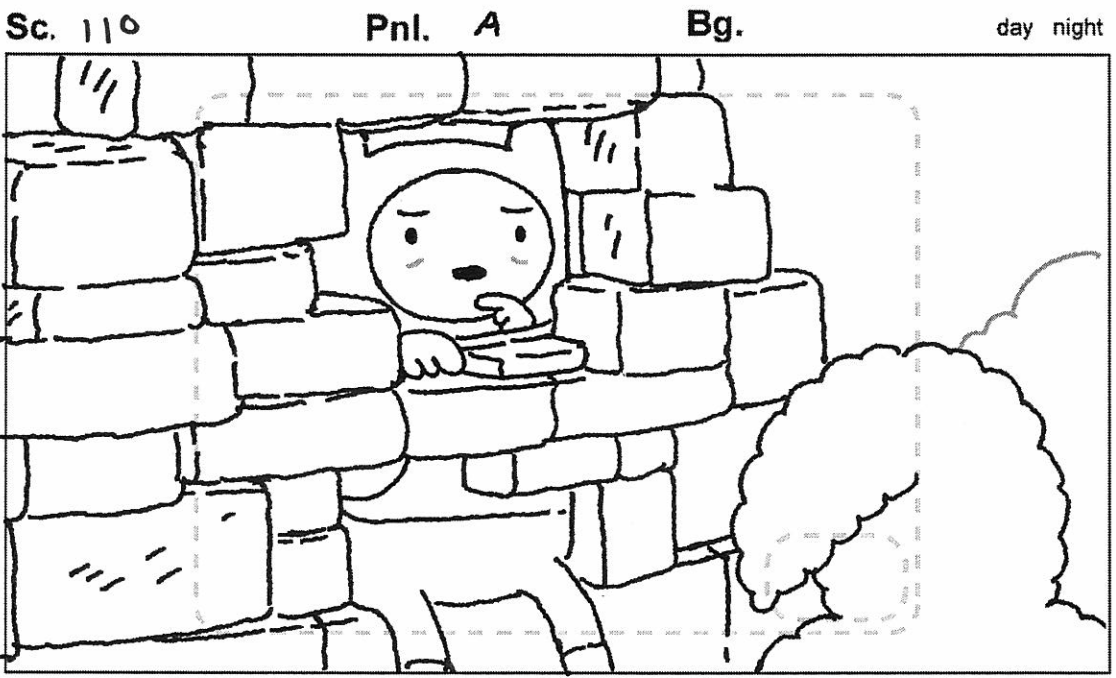
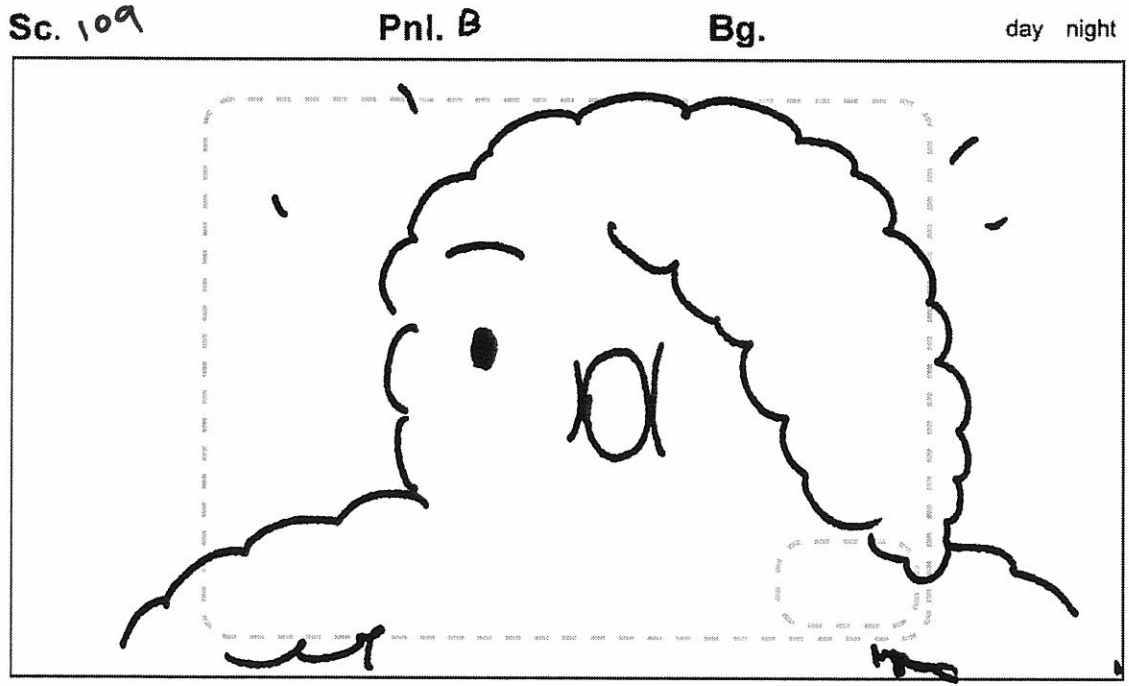
Dialog:
Ⓔ/ HMM!
Action:
Timing:

EPISODE # 1025-168

Production :

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ADVENTURE TIME



Dialog:	© / A A H .	Ⓔ INTERSTING .
Action:	... AND THEN GOES BACK TO HER PREVIOUS STILL POSE .	
Timing:	* IT'S A REAL QUICK YELL, IN AND OUT	

1025-168

EPISODE #

Production :

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ADVENTURE TIME

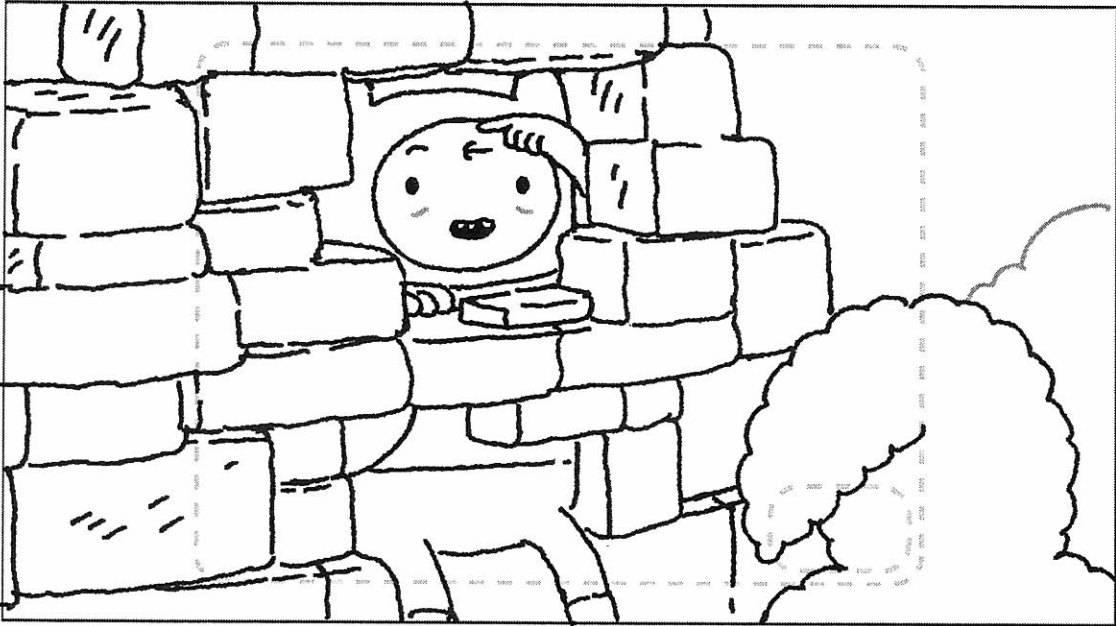


Sc. 110

Pnl. B

Bg.

day night

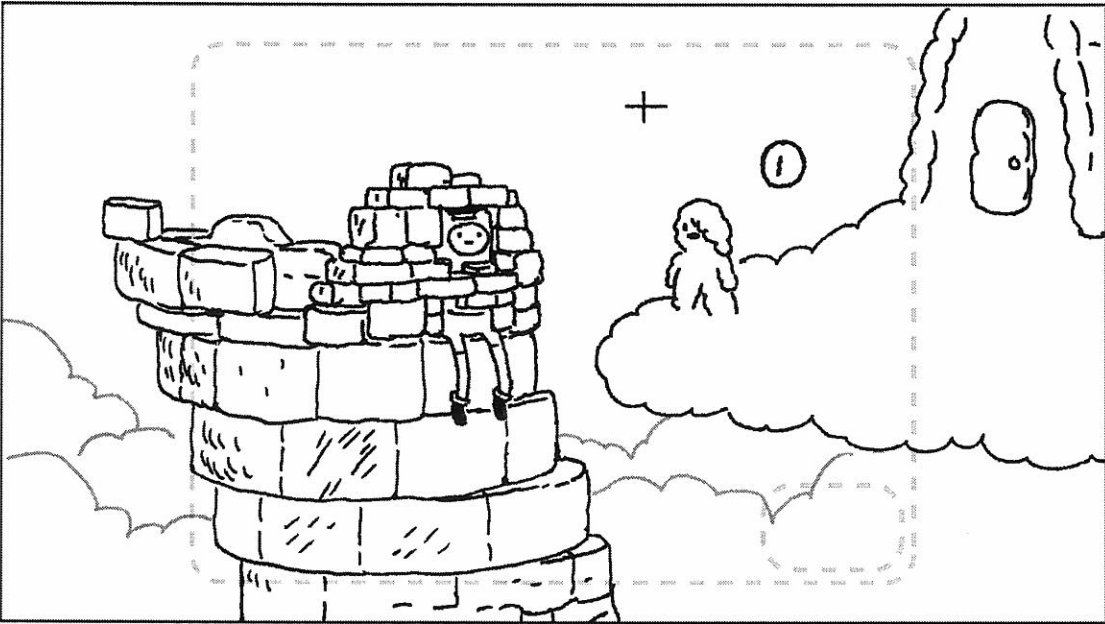


Sc. 111

Pnl. A

Bg.

day night



Dialog:

(F) OH HEY, WHAT'RE YOUR THOUGHTS ON "MELON HEARTS"?

(C) I DON'T KNOW WHAT YOU'RE TALKING ABOUT.

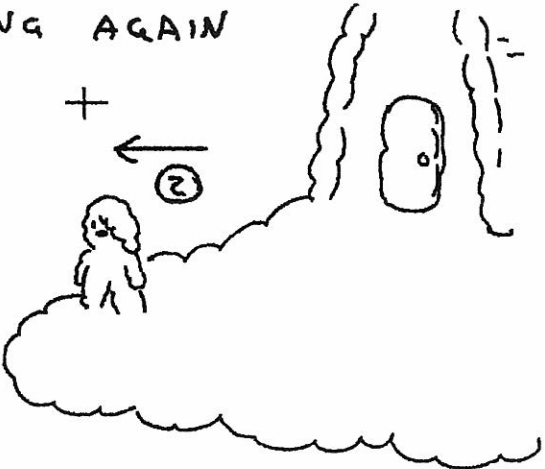
(SFX) WIND GUSTING AGAIN

Action:

POKES AT HIS FOREHEAD TWICE → 1 2

Timing:

STARTS MOVING FORWARD



EPISODE #

Production :

1025-168



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ADVENTURE TIME

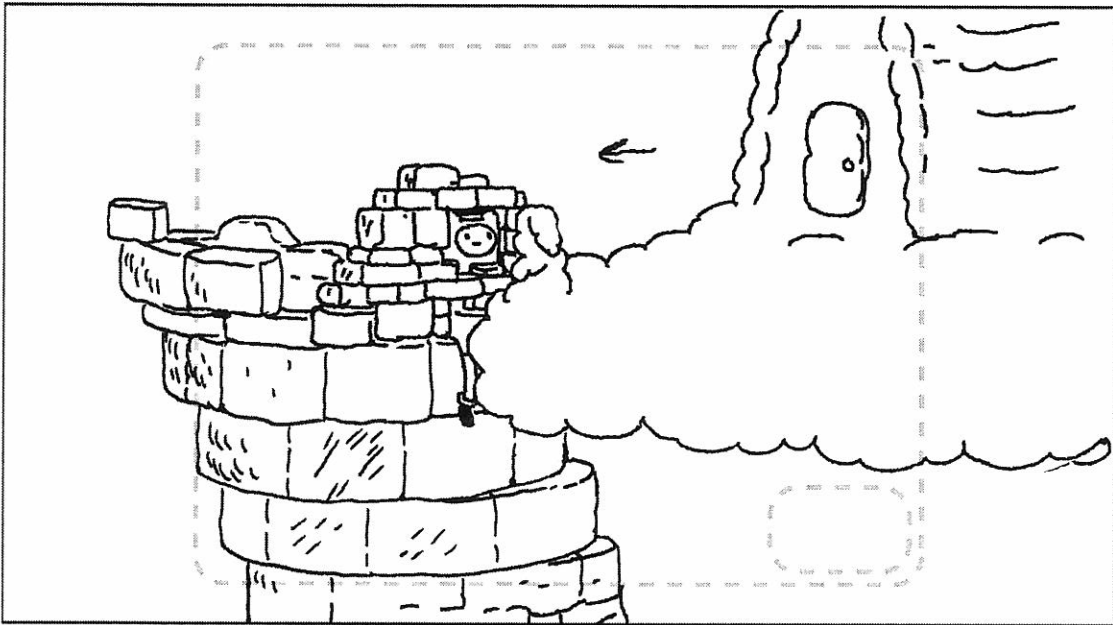


Sc. 111

Pnl. B

Bg.

day night

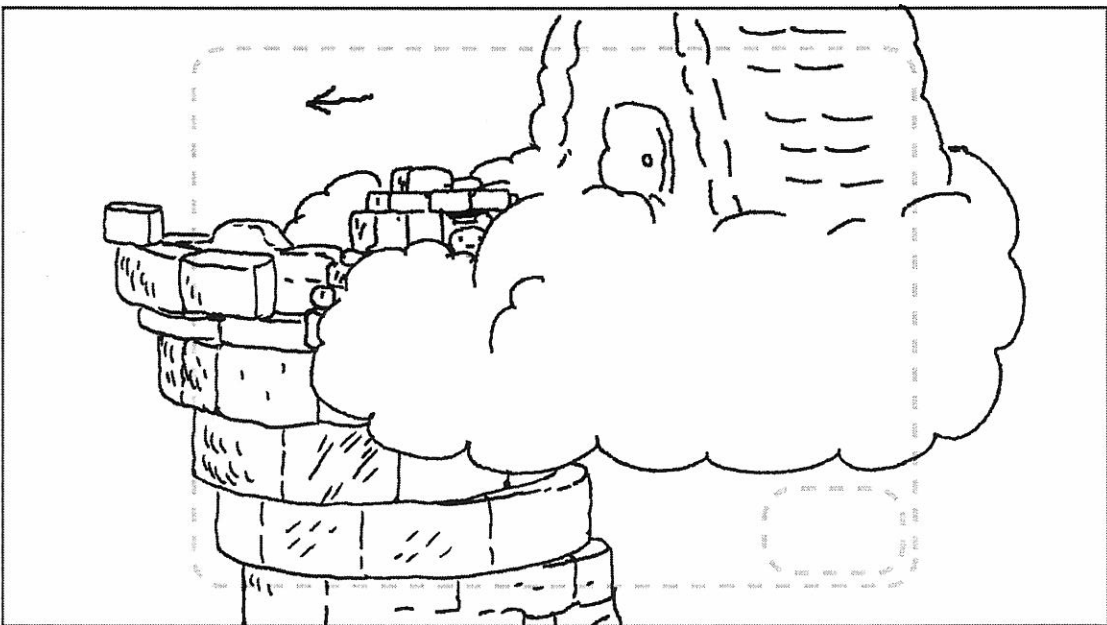


Sc. 111

Pnl. C

Bg.

day night



Dialog:

©/ WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER.

(SHE SPEEDS UP SAYING  
THIS GET IT OUT BEFORE  
HER CLOUD BLOWS AWAY

©/ WELL ALRIGHT THEN I GUESS I'LL SEE YOU LATER.

(SFX)/ A HECK  
OF A GUST.

Action: IN PANEL D. LIKE THIS )

BY THE  
END, AS FAST  
AS THE WORDS  
CAN BE SAID.

Timing:

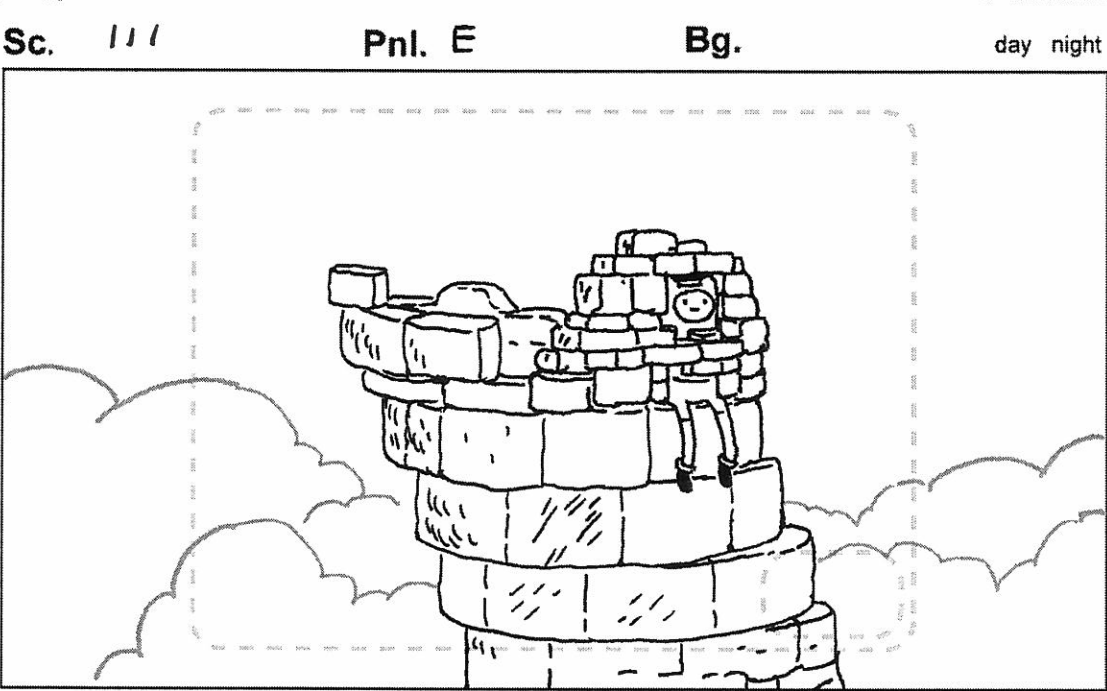
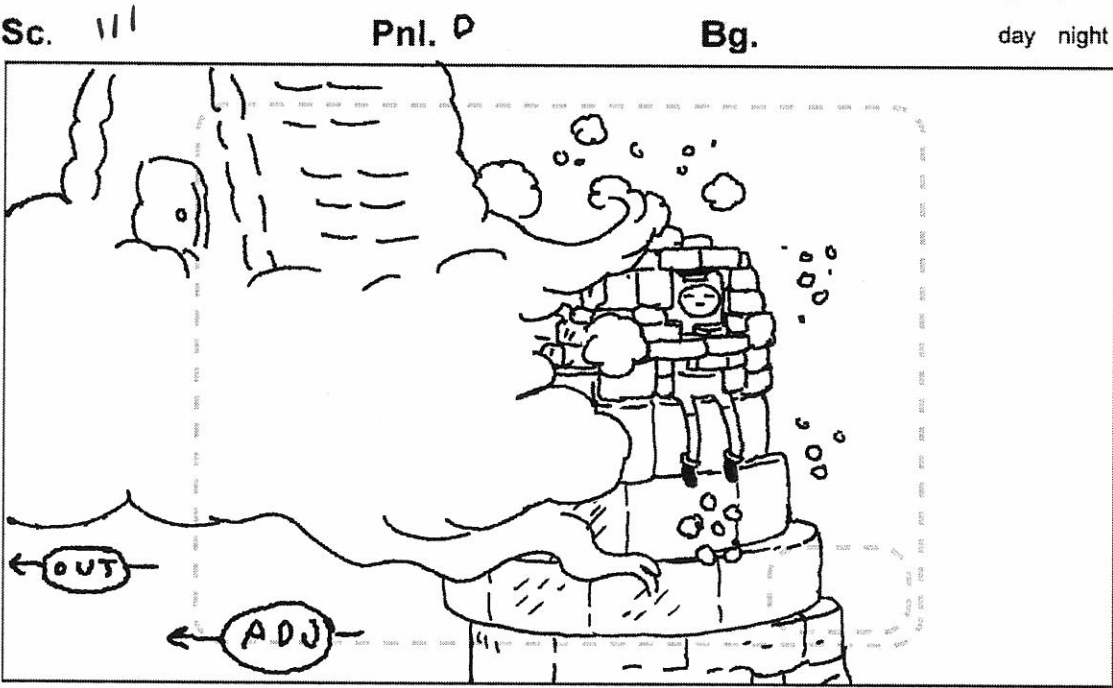
1025-168

EPISODE #

Production :



# ADVENTURE TIME



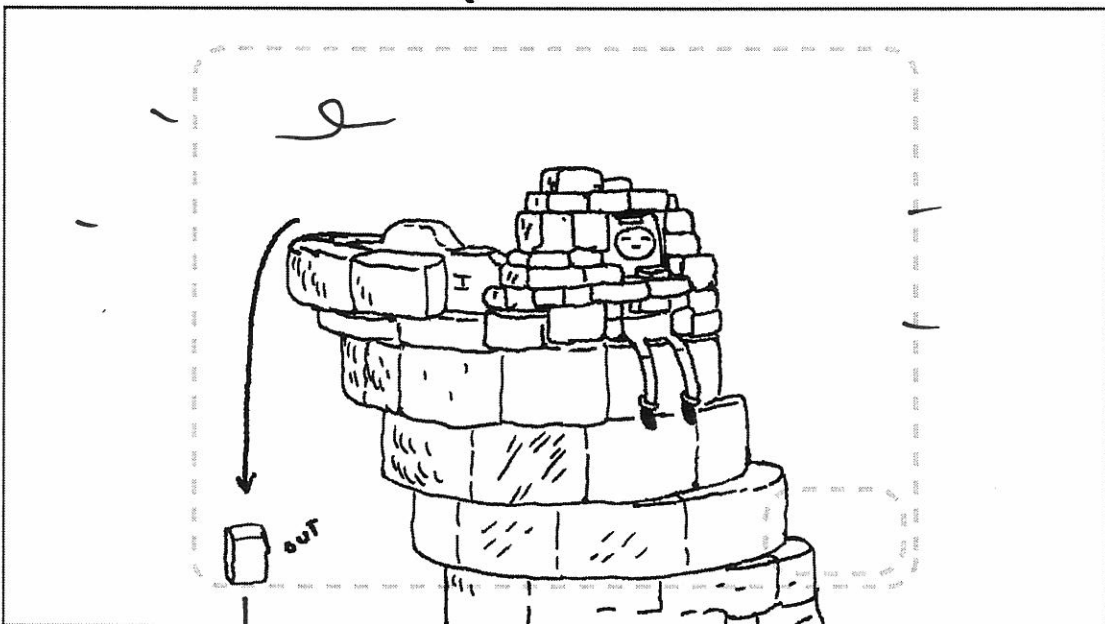
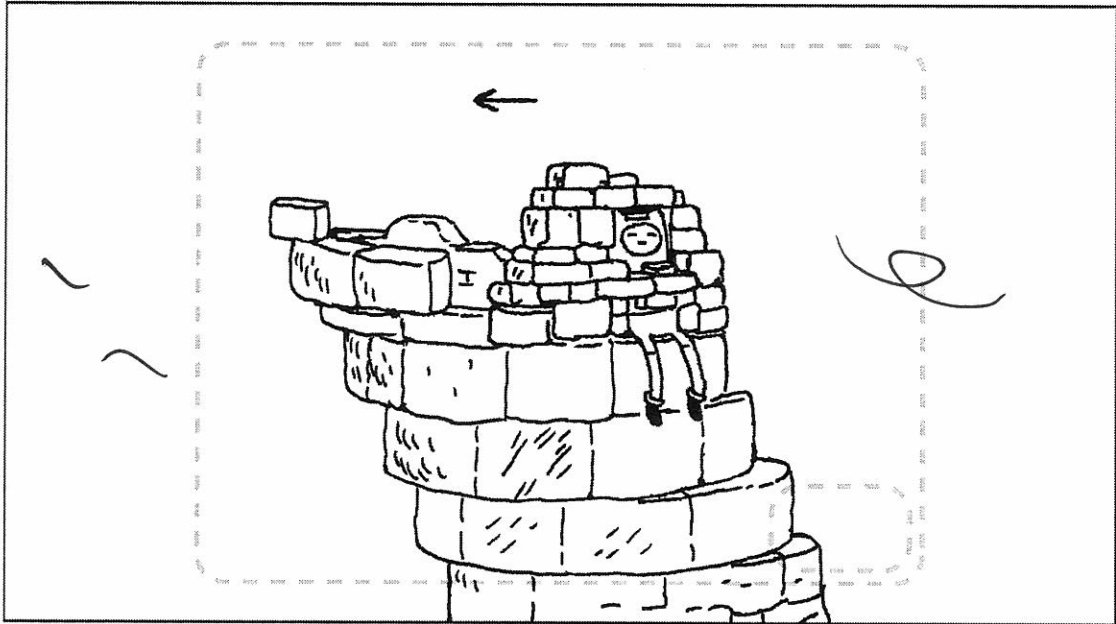
Dialog:
Action:
Timing:

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ADVENTURE TIME



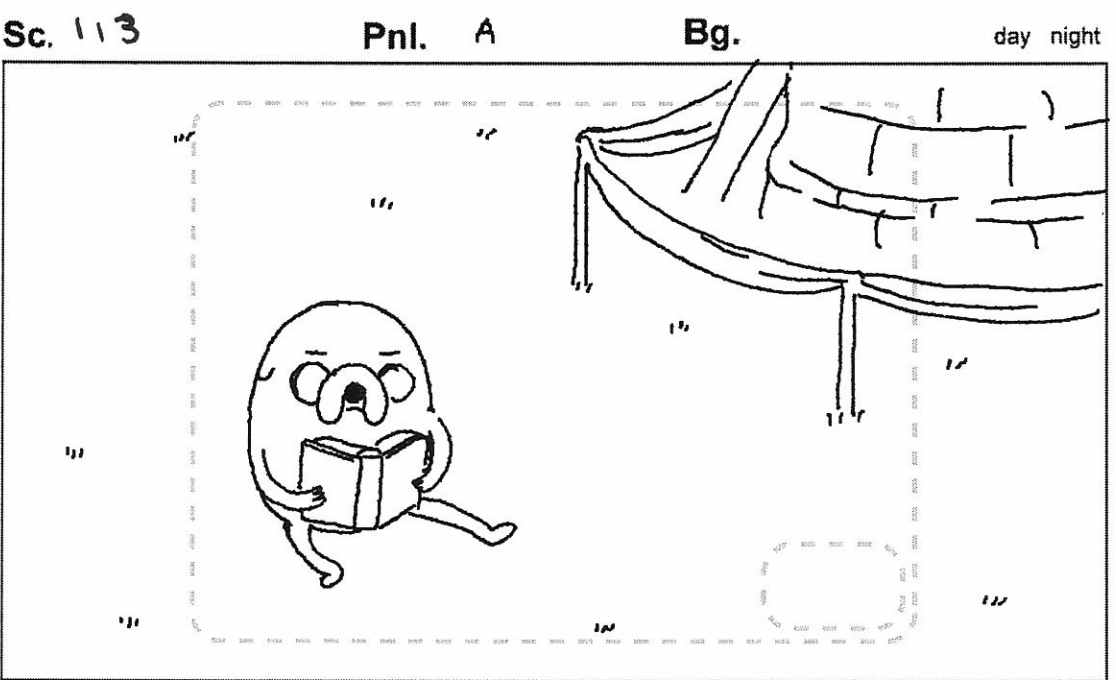
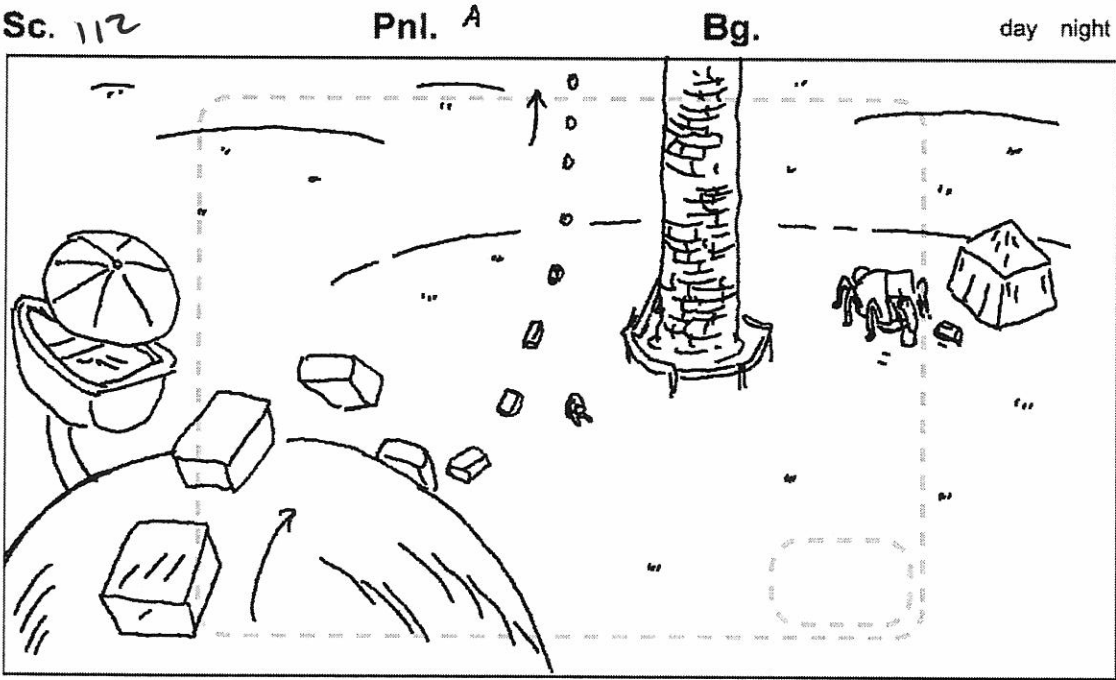
Sc. 111 Pnl. F Bg. day night Sc. 111 Pnl. G Bg. day night



Dialog:	(SFX) - WIND GUSTS AGAIN, - ROCK GRINDING.	
Action:	BRICKS SLIDE OVER AGAIN . . . AND ONE BRICK FALLS OFF.	
Timing:		

1025-168  
EPISODE #  
Production :

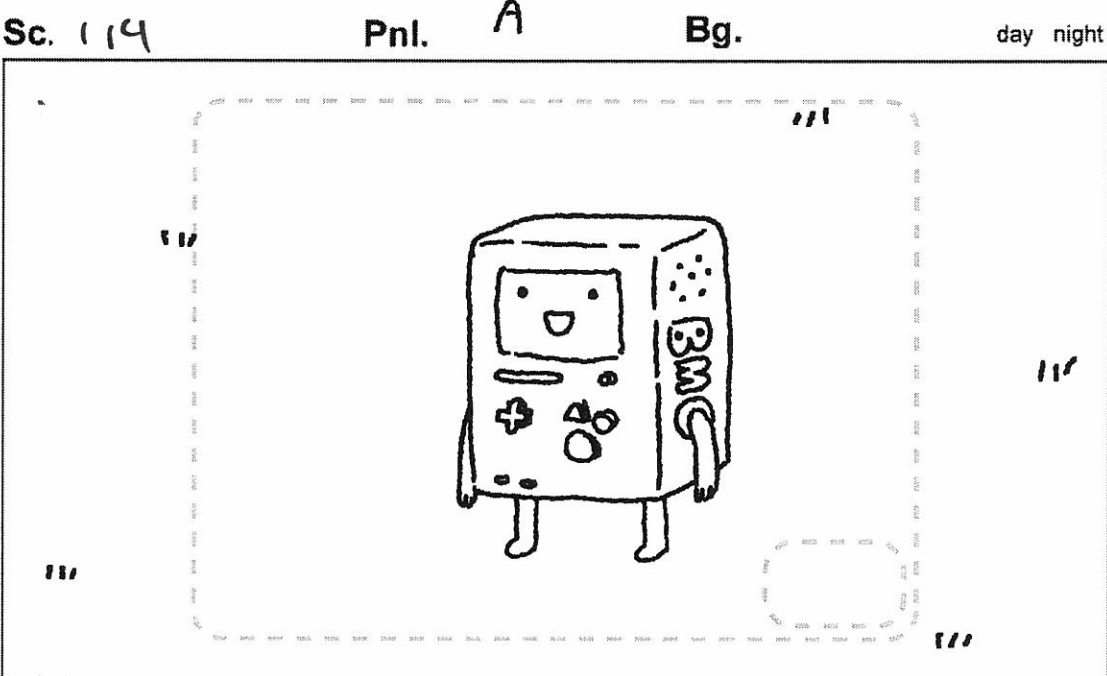
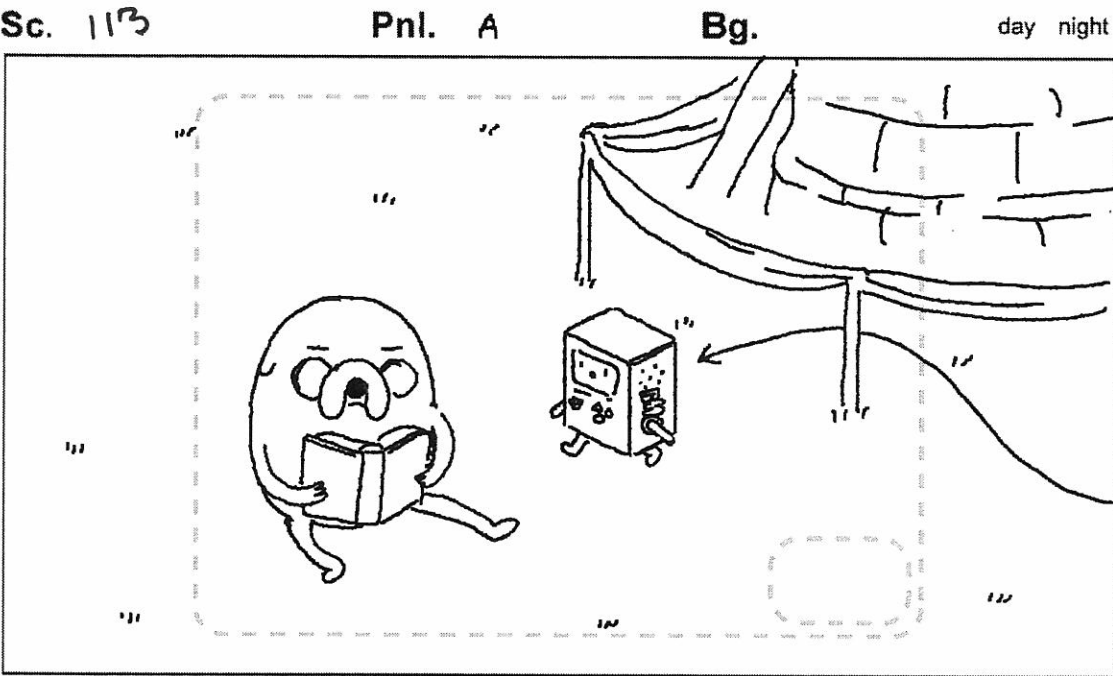
# ADVENTURE TIME



Dialog:
Action:
Timing:

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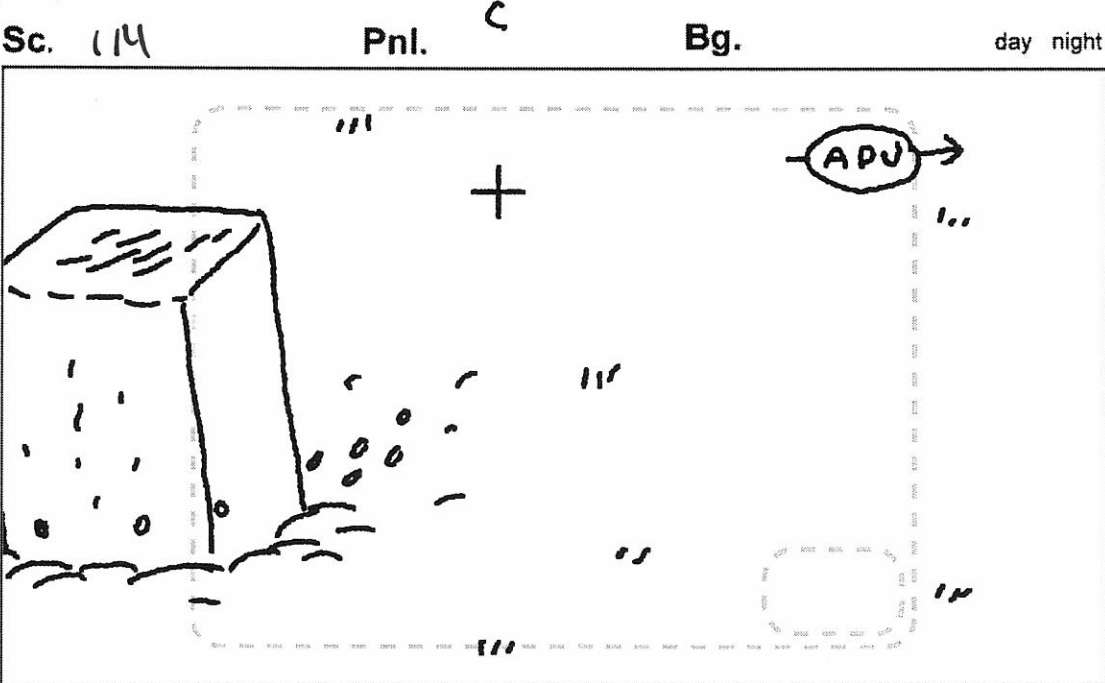
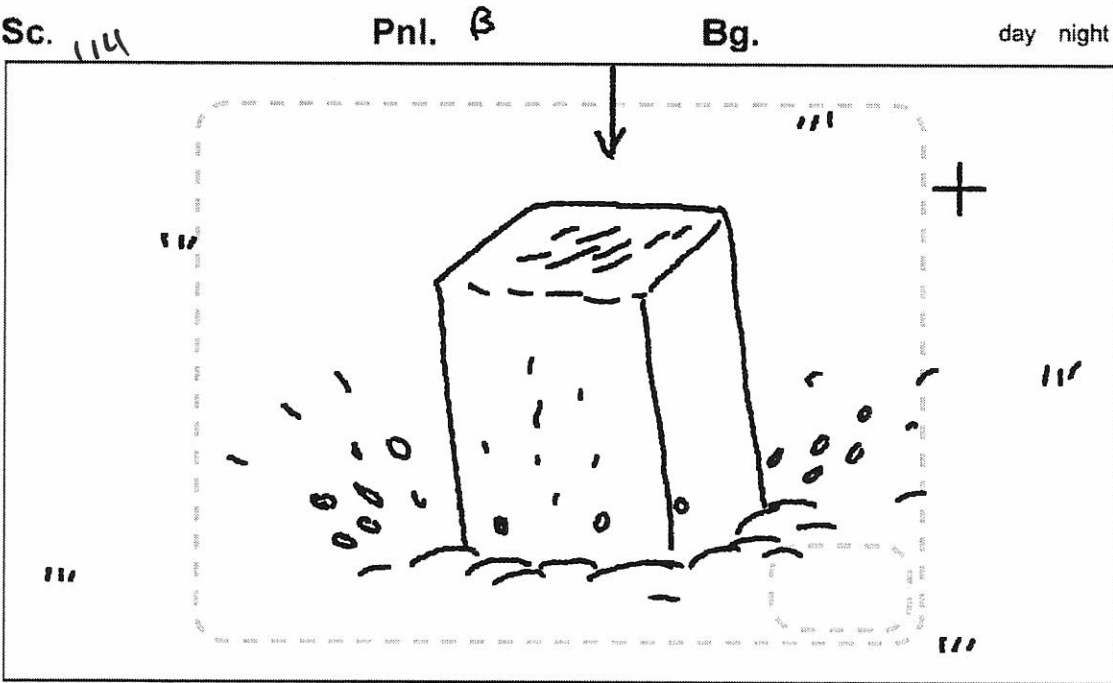
ADVENTURE TIME



Dialog:	<p>(BMO) / TRYING TO WHISTLE</p> <p>(BMO) / HEY JAKE, WHE-</p>
Action:	
Timing:	<p>ALL THIS SEQUENCE , UNTIL WE NEXT SEE THE TOP OF THE TOWER, WE DON'T SEE THE SKY AT ALL - SW.</p>

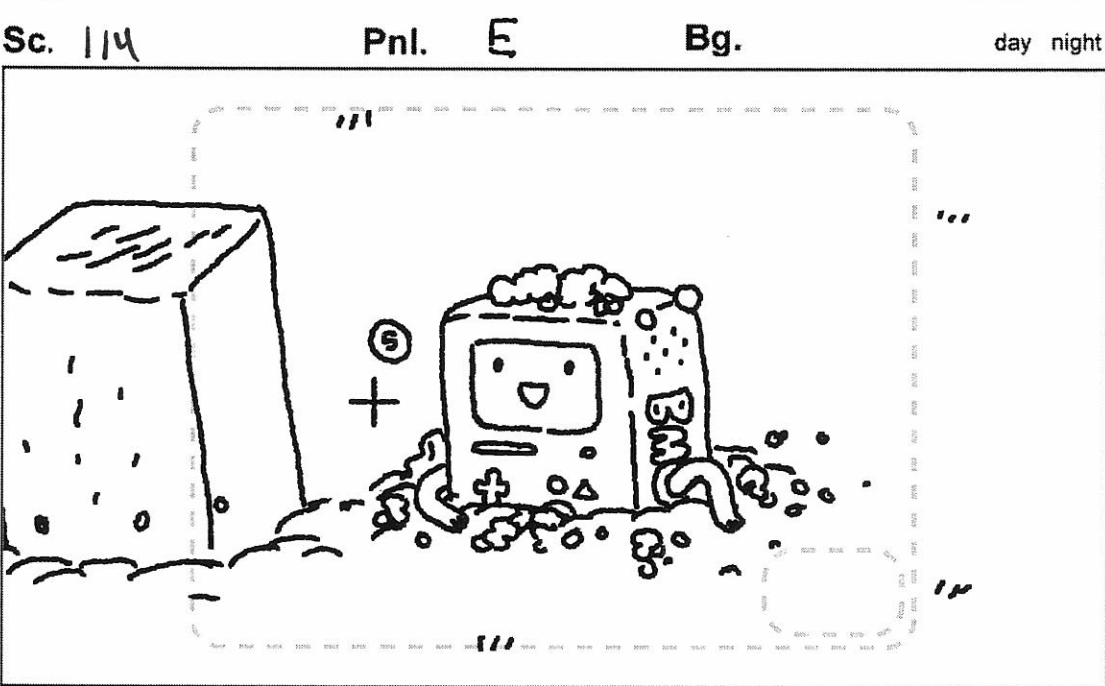
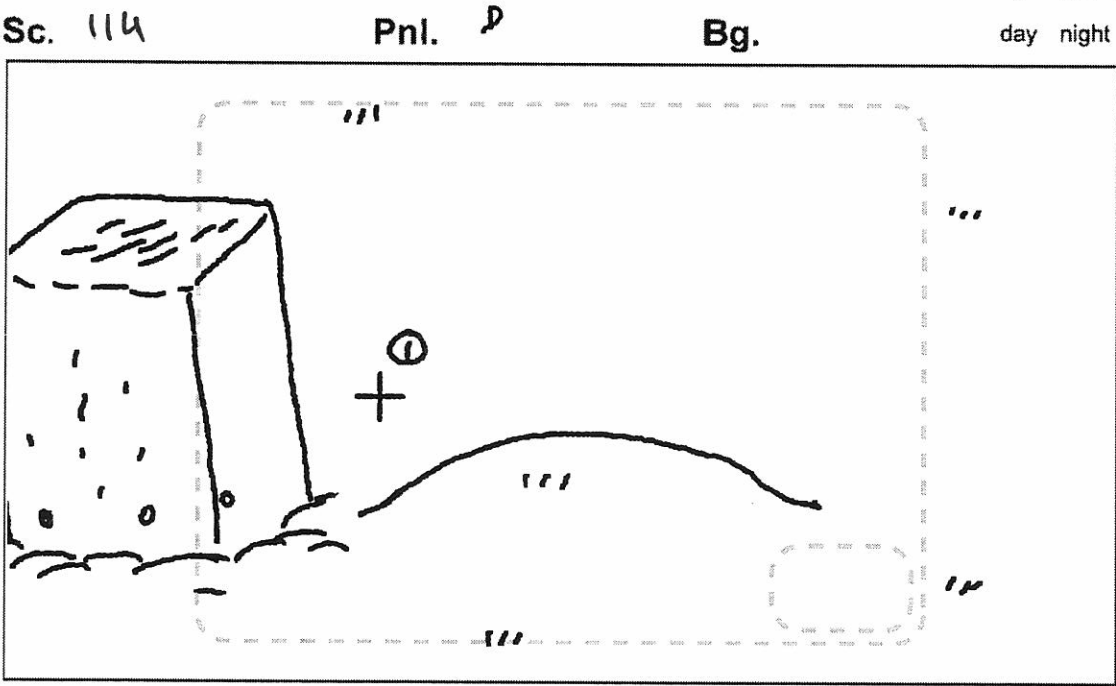
EPISODE # 1025-168  
Production :

# ADVENTURE TIME



Dialog:	<p>(SFX) / THUP.</p>
Action:	<p>- BRKX COMES IN <u>FAST</u> AND COMES TO AN ABRUPT STOP.</p>
Timing:	<p>- IT BASICALLY VISUALLY REPLACES BMO.</p>

# ADVENTURE TIME



Dialog:

(BMO) WHERE'S FINN?

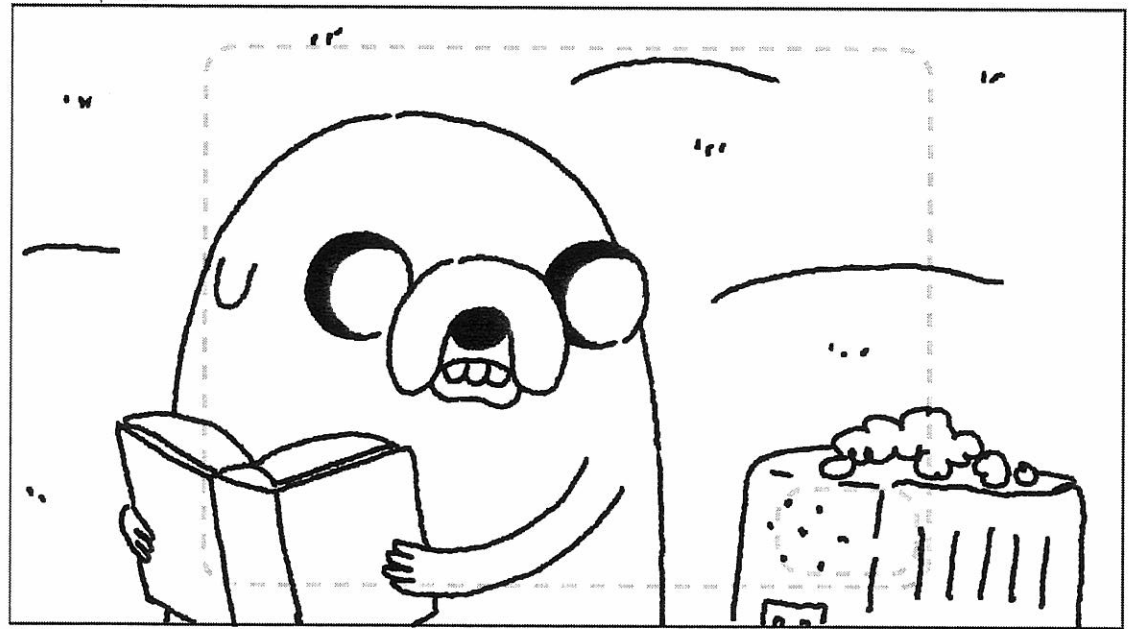
Action:

Timing:

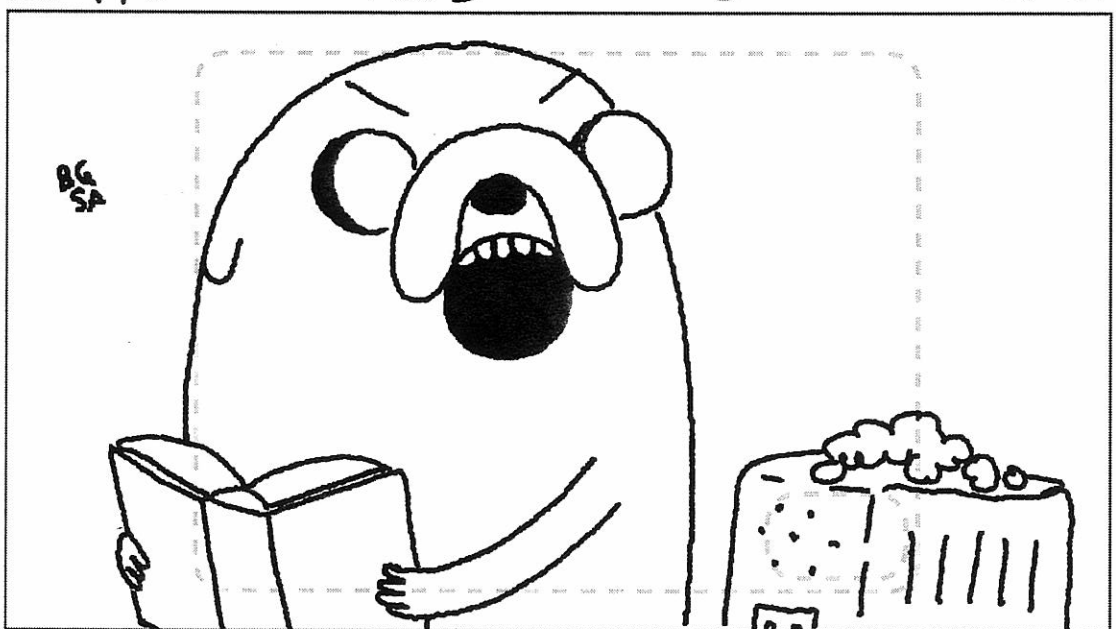
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night

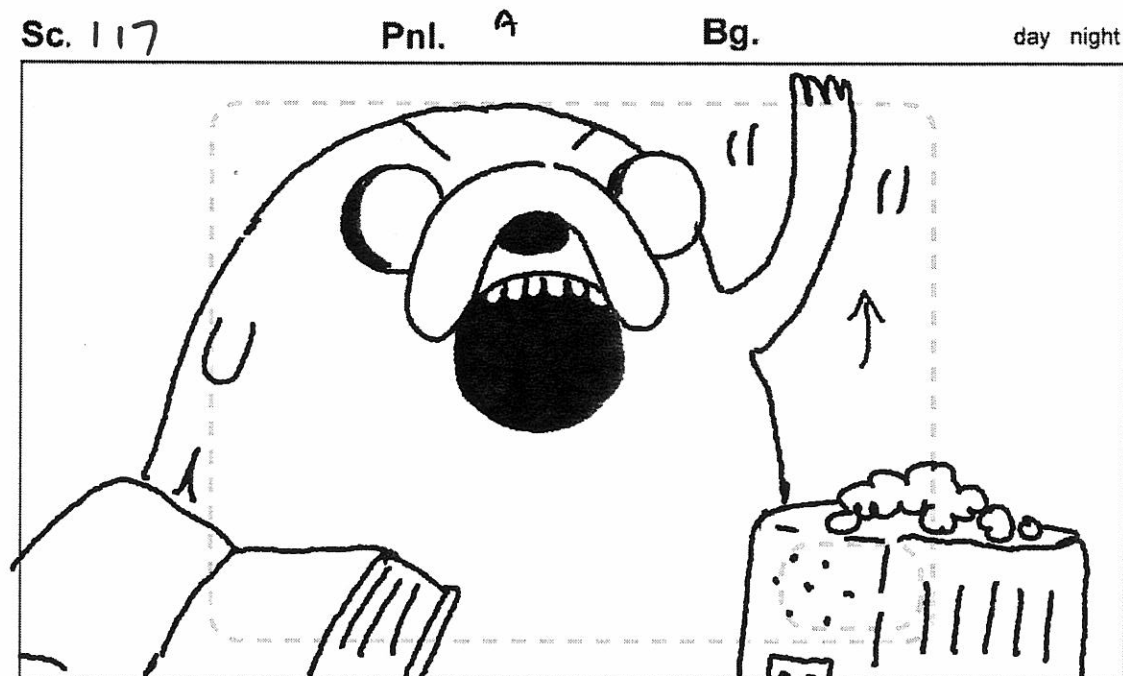
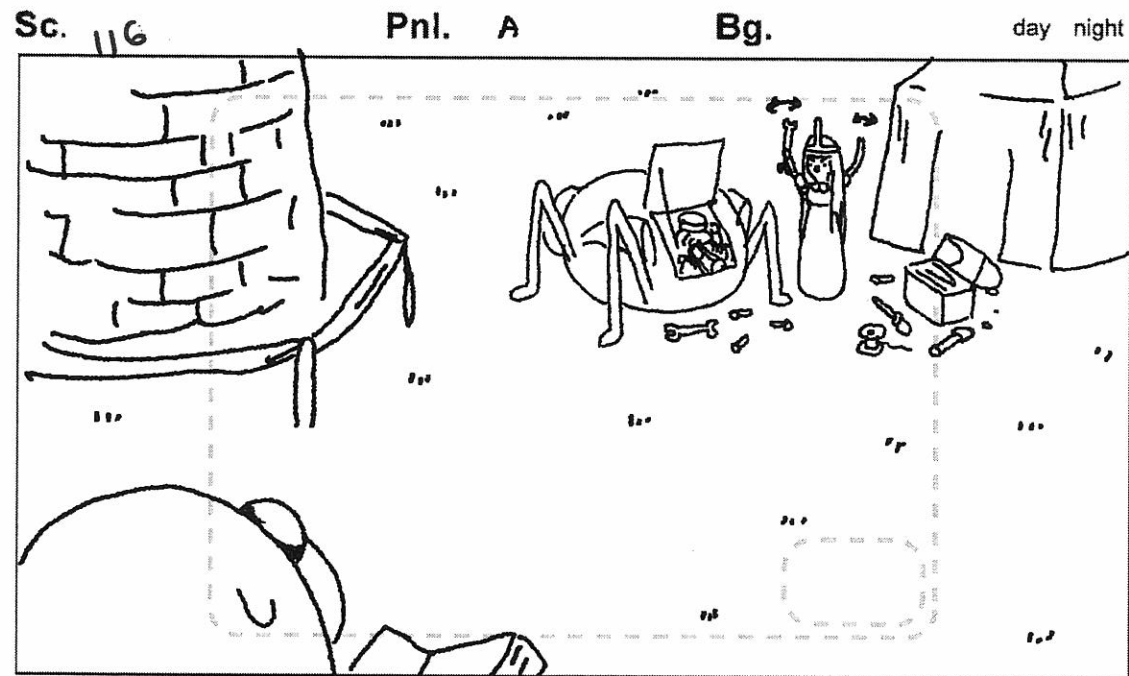


Dialog:	①/ FINN'S JUST WORKING OUT SOME STUFF,	①/ AND IT'S HEALTHY !
Action:		
Timing:		

1025-168  
EPISODE #  
Production :

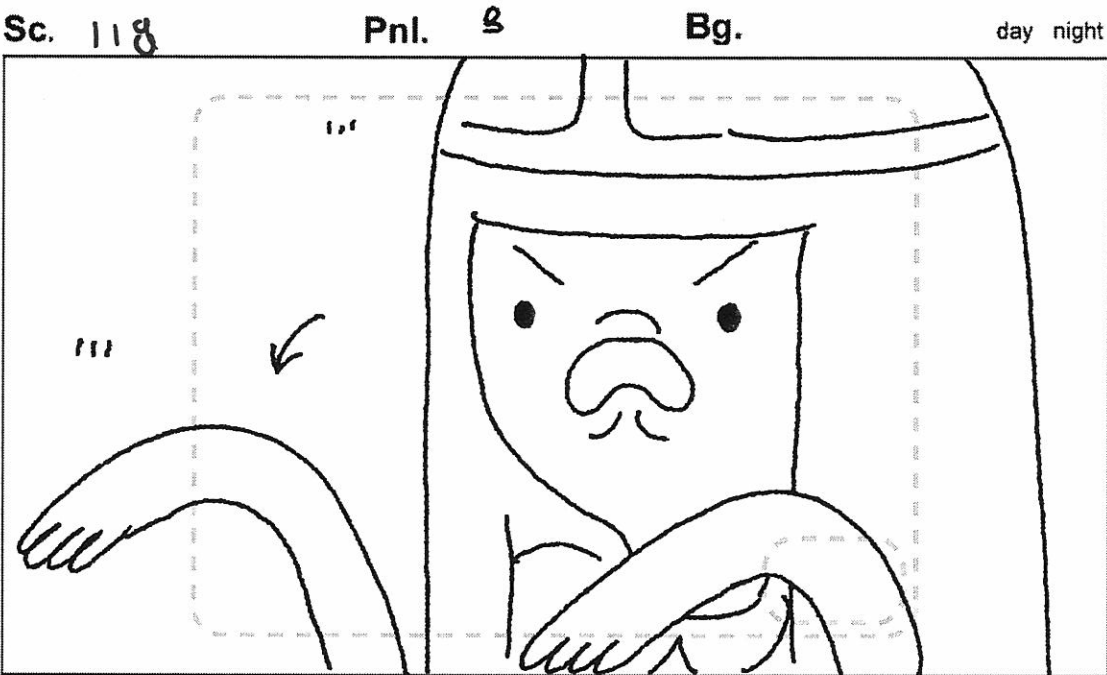
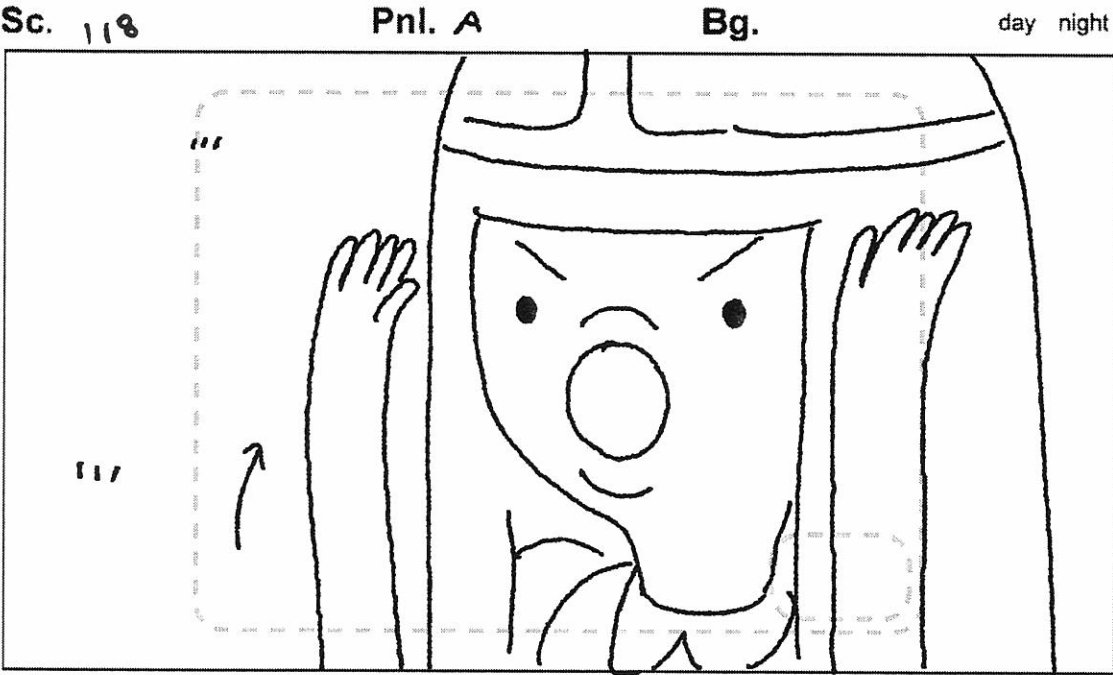


# ADVENTURE TIME



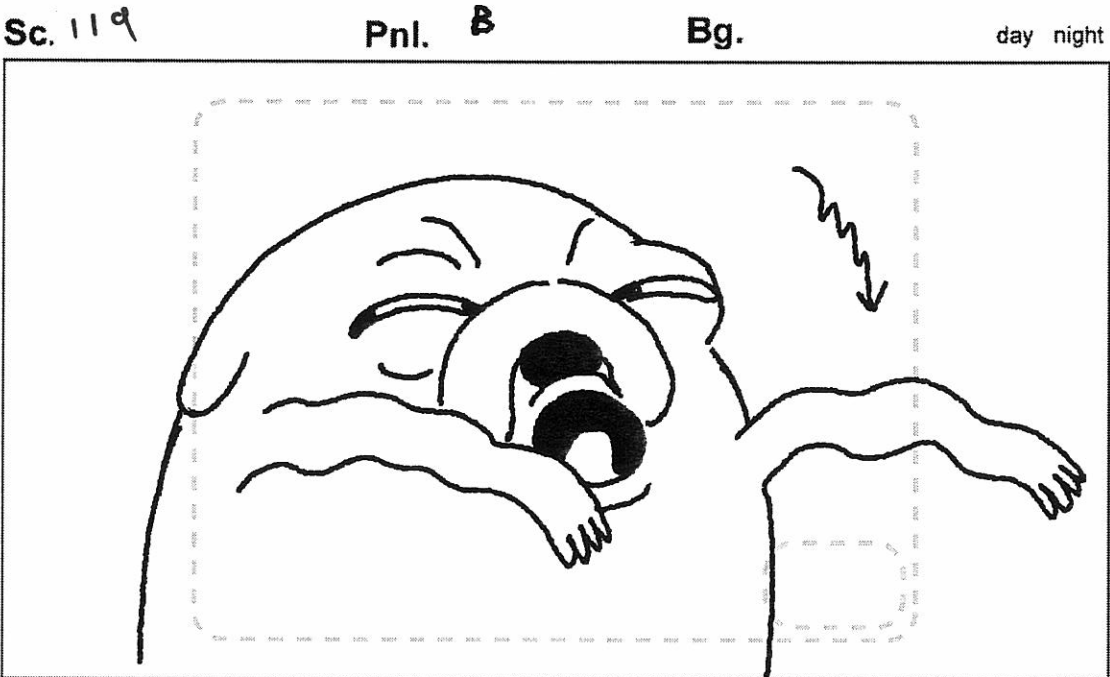
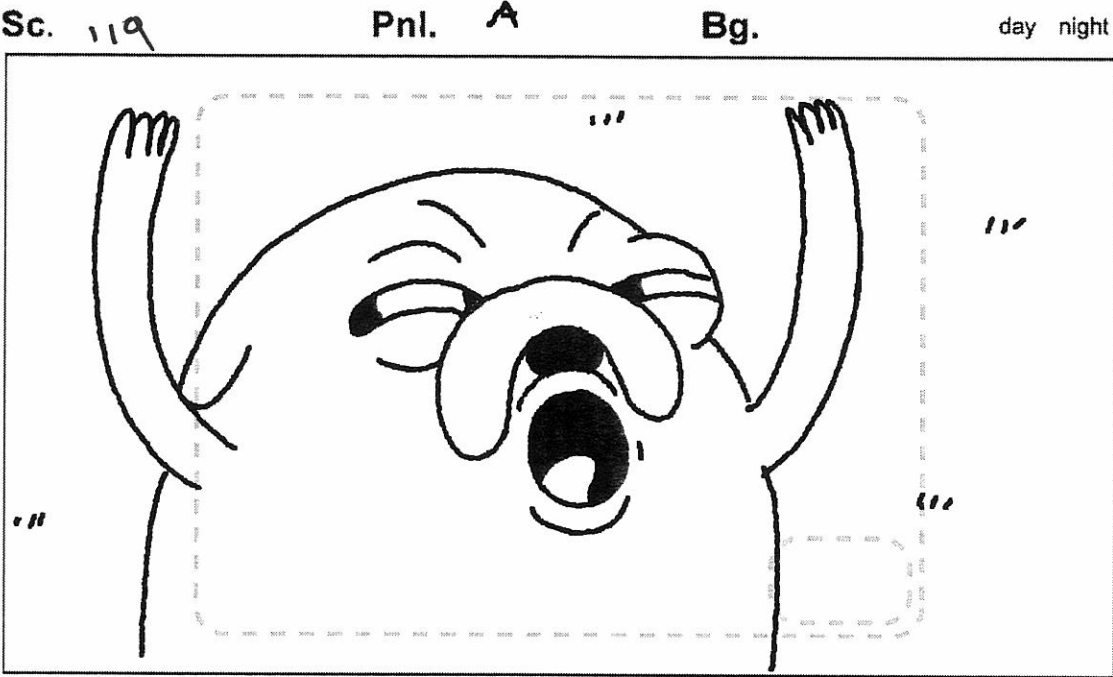
Dialog:	Ⓟ/ IT'S <u>NOT</u> HEALTHY! IT'S BIZARRE AND HE COULD GET HURT!	Ⓟ/ FEELINGS HURT!!
Action:	PB'S WORKING ON HER SHIP.	
Timing:		

ADVENTURE TIME



Dialog:	(P) E U G G H !
Action:	( IS THIS SCENE GOING TO LOOK OK WITHOUT SKY IN THE BACKGROUND ? S.W. )
Timing:	

ADVENTURE TIME



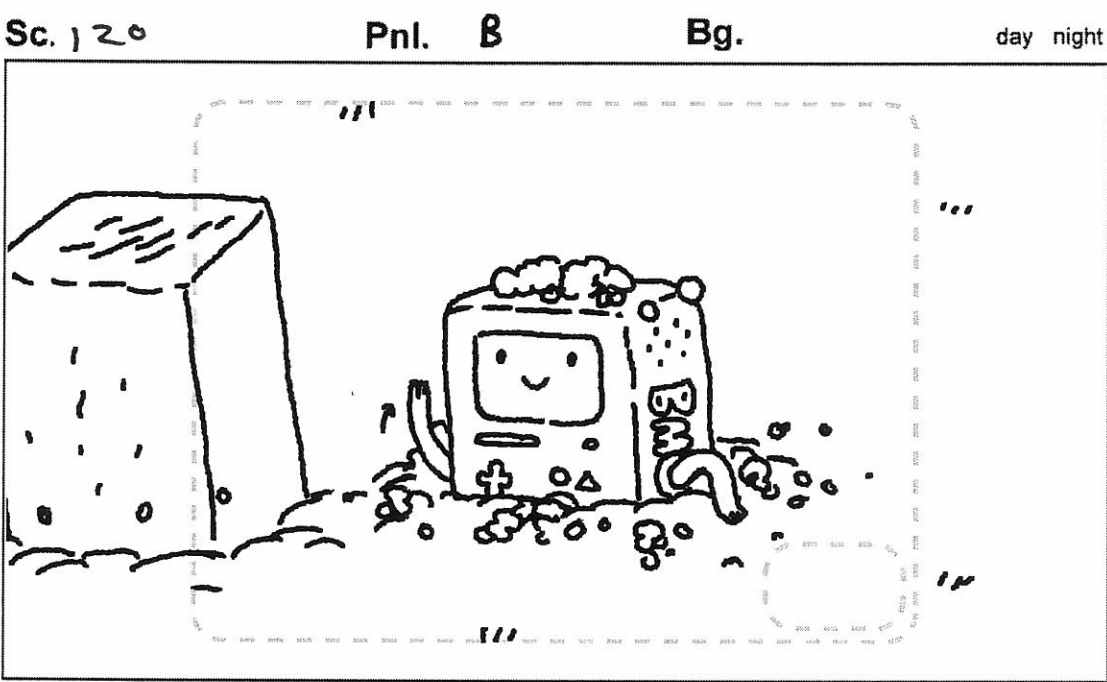
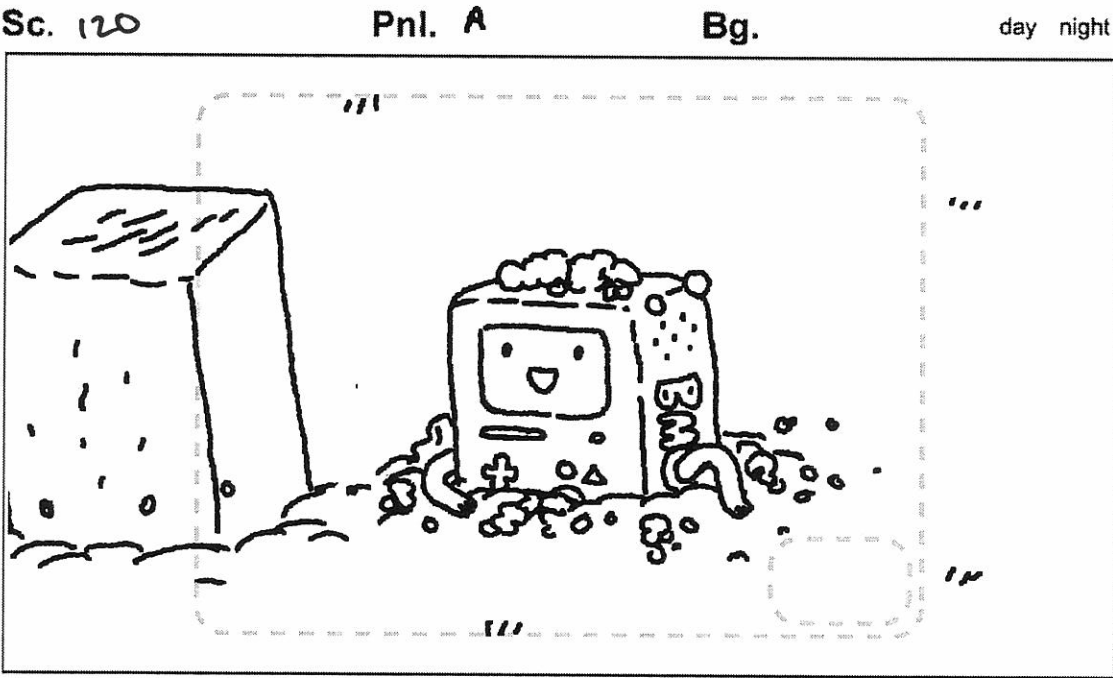
Dialog:	01 EE UUGGHHHH!
Action:	
Timing:	

1025-168

EPISODE #

Production :

# ADVENTURE TIME

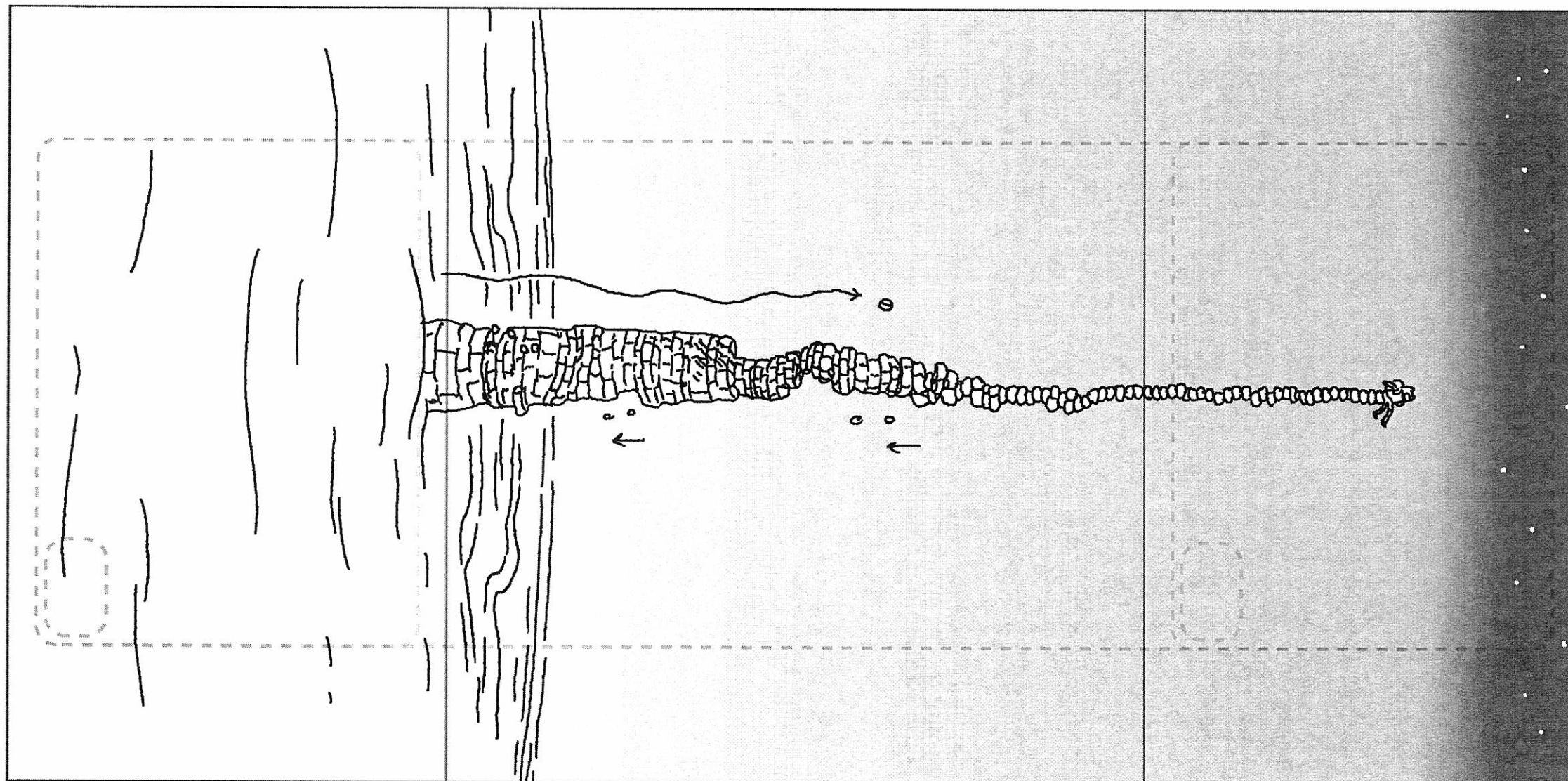


Dialog:	(BMO) EUUGH!	
Action:	GESTURES AFTER MAKING THE NOISE.	
Timing:		

# ADVENTURE TIME



Page 188



-ADD→

(SFX) / MUSIC IS THE THEME OF "BABY'S BUILDING" BUT KIND OF CRAZY.  
(FINN) / (NOT SINGING ANYMORE, JUST LABOURED BREATHING.)

- SAME PAN AS PREVIOUS TOWER PANS, MAYBE SLOWER.
- ONLY ONE BRICK TRAVELING UP, REAL WOBBLY.
- TOP OF THE TOWER SWAYING BACK & FORTH.

Sc. 121

Pl. A

Bg.

day night

Production :

# EPISODE

1025-168

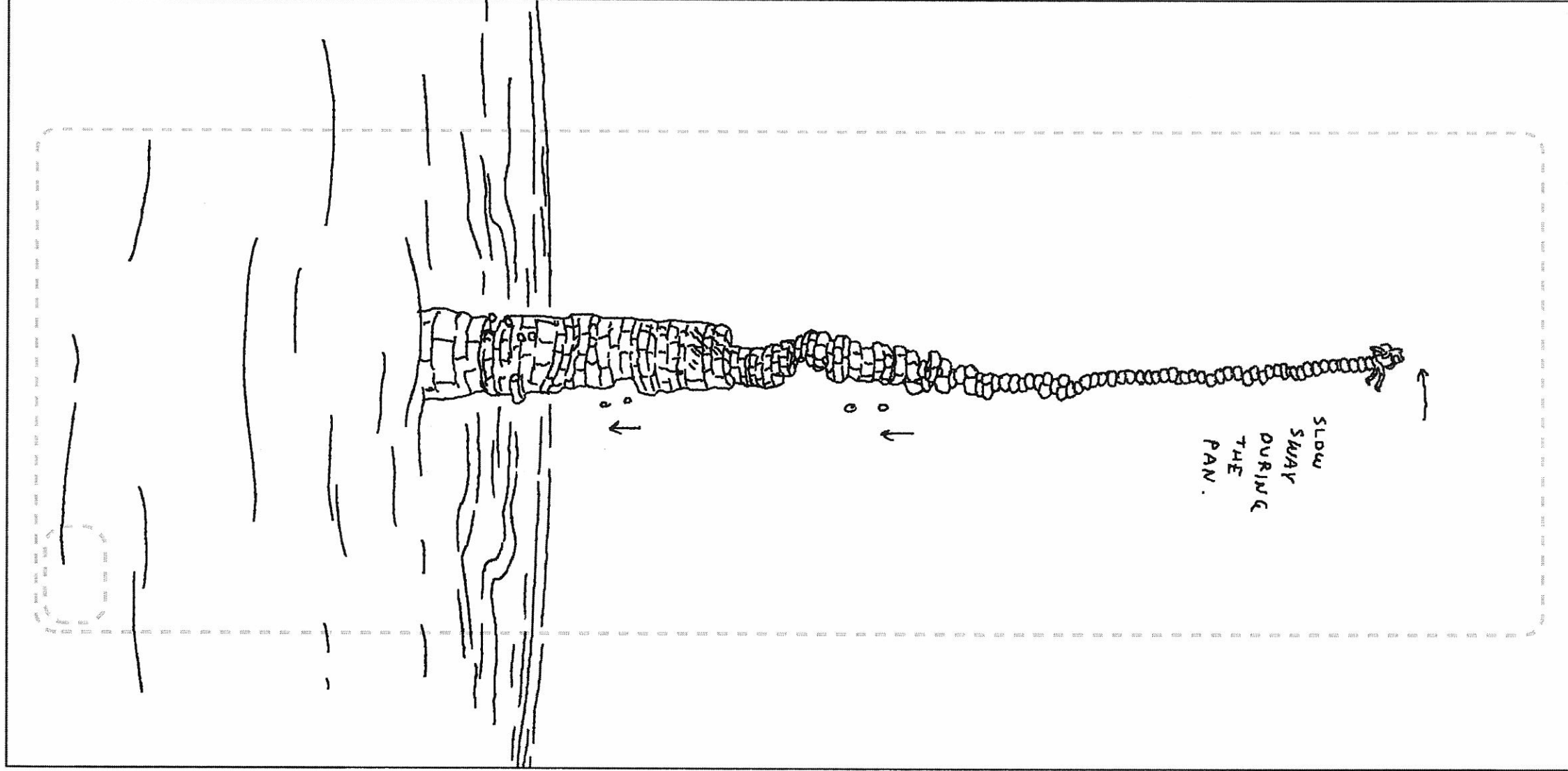
891-5201



# ADVENTURE TIME



Page 189



Sc. 121

Pnl. B

Bg.

day night

Production :

891-5201  
# EPISODE #

ADVENTURE TIME



Sc. 121

Pnl. C

Bg.

day night

Sc. 122

Pnl. A

Bg.

day night

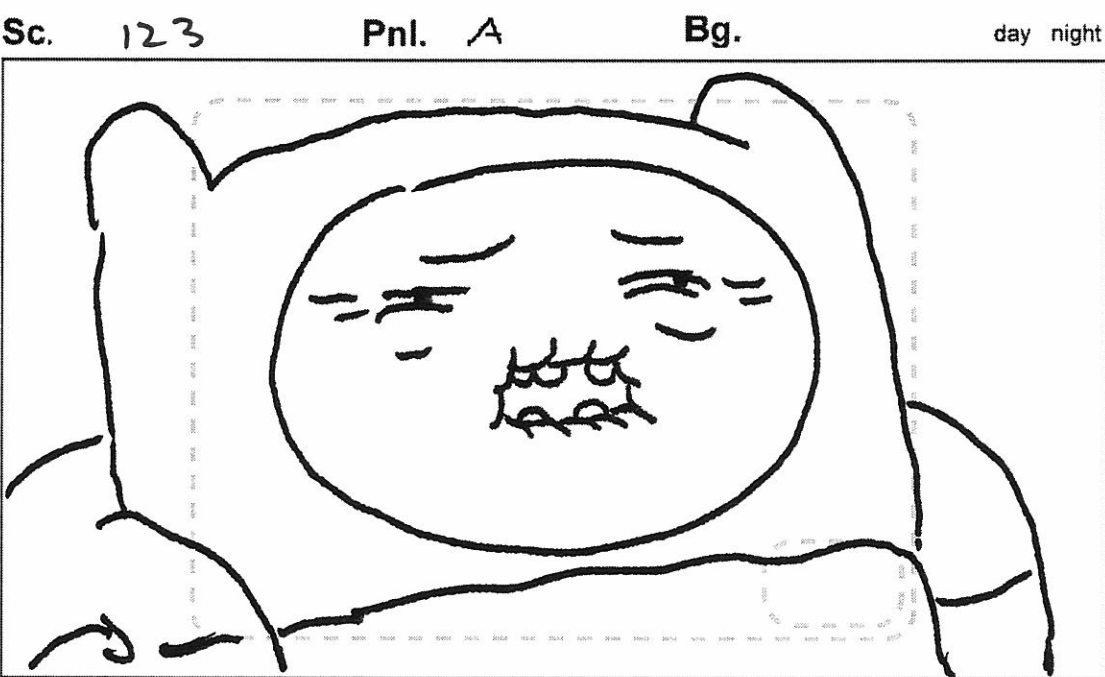
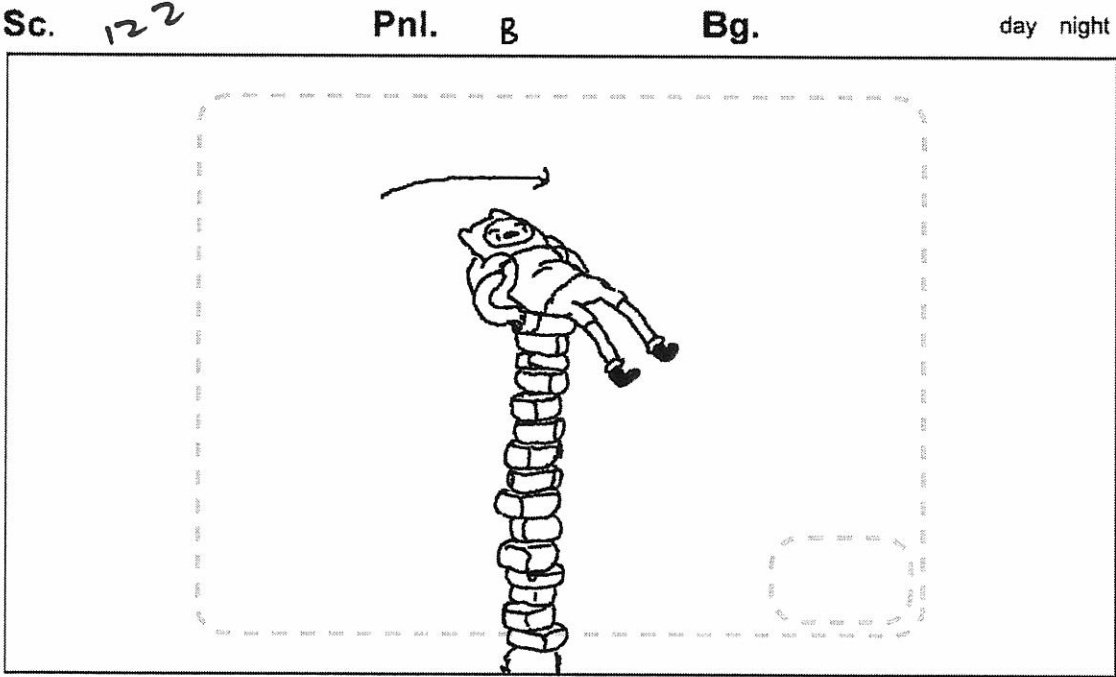
Dialog:	Ⓢ   ≡ BREATHING ≡
Action:	X DISSOLVE
Timing:	

EPISODE # 1025-168

Production :



ADVENTURE TIME



Dialog:	© / FINN!	
Action:	PUTS BRICK UNDER HIS BUTT SLOWLY SWAYING.	STRUGGLING TO BREATHE
Timing:		

EPISODE # 1025-168

Production :

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ADVENTURE TIME



Sc. 123

Pnl. B

Bg.

day night

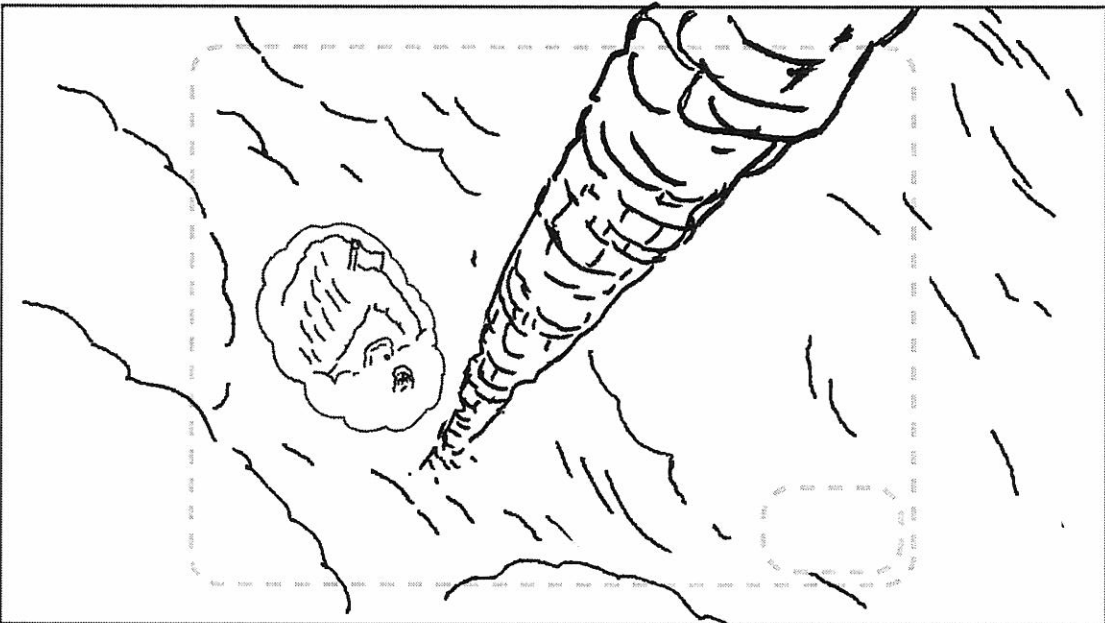


Sc. 124

Pnl. A

Bg.

day night



Dialog:

©/ **DISTANT** DON'T YOU NEED AIR? ←  
HEY WHAT'S IT LIKE UP  
THERE?

Action:

-STRUGGLING TO BREATHE  
- SWAYING

ABOVE THE ATMOSPHERE.

**NOT SURE ABOUT THIS LINE**

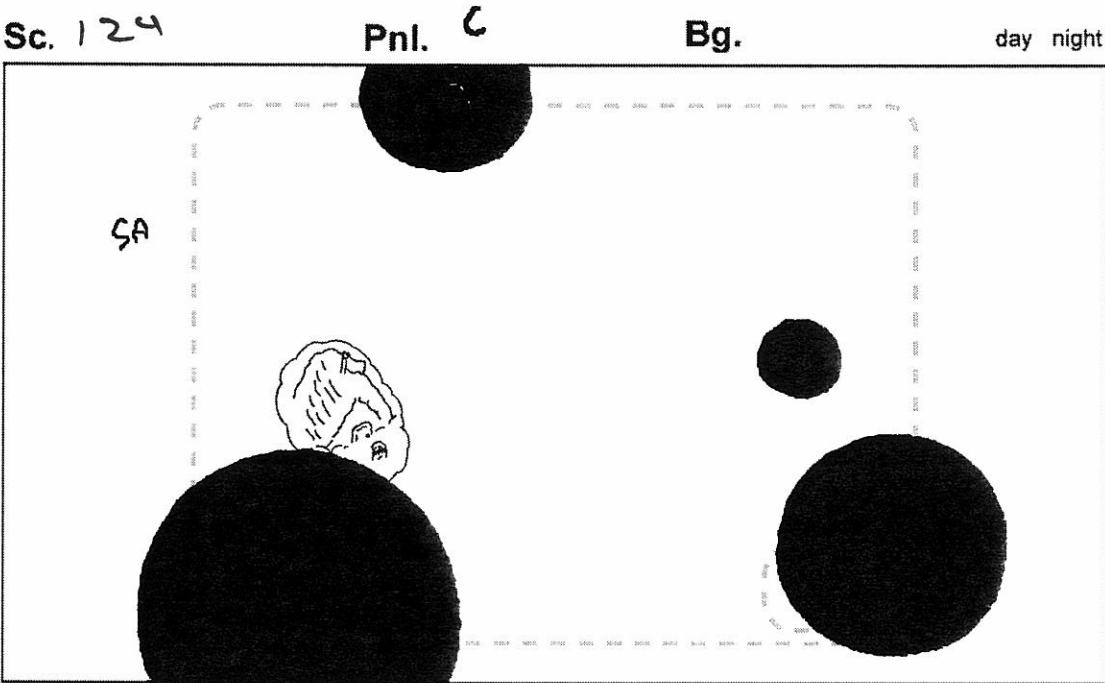
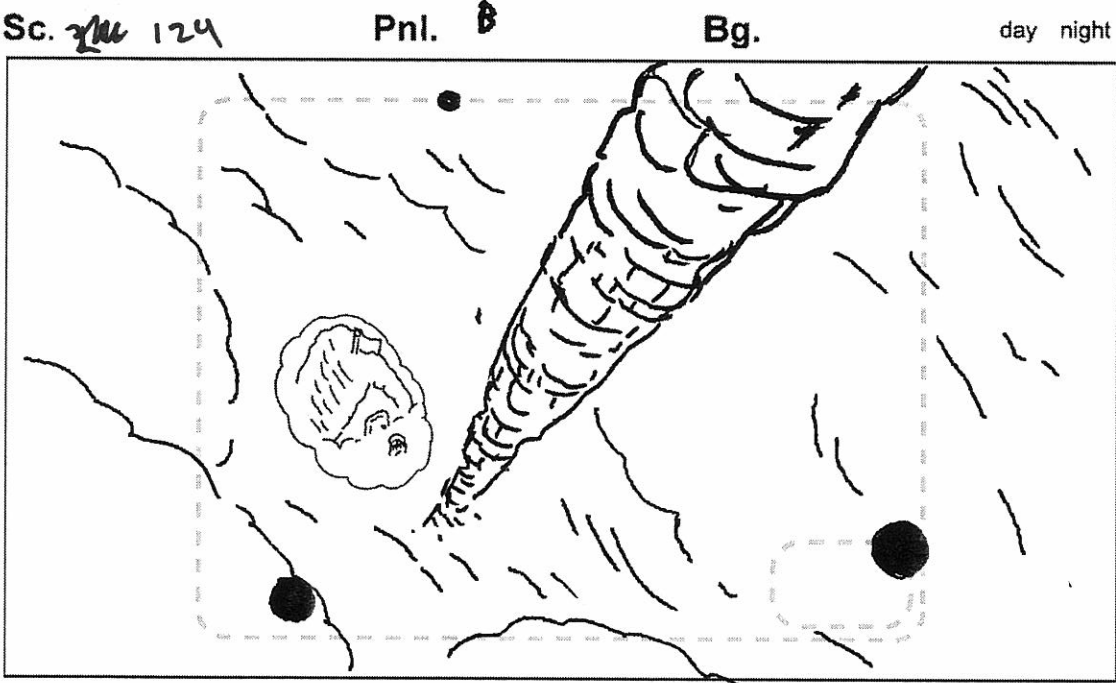
Timing:

1025-168

EPISODE #

Production :

ADVENTURE TIME



Dialog:

©/ I'M THINKING I COULD TURN INTO SPACE ICE OR SOMETHING!

Action:

- BLACK SPOTS BLOOMING IN  
FINN'S VISION, HOUSE RECEDING

Timing:

EPISODE # 1025-168

Production :

ADVENTURE TIME



Sc. 125

Pnl. A

Bg.

day night



Sc. 125

Pnl. B

Bg.

day night



Dialog:

Action:

STRUGGLING TO BREATH

Timing:

EPISODE # 1025-168  
Production :

# ADVENTURE TIME

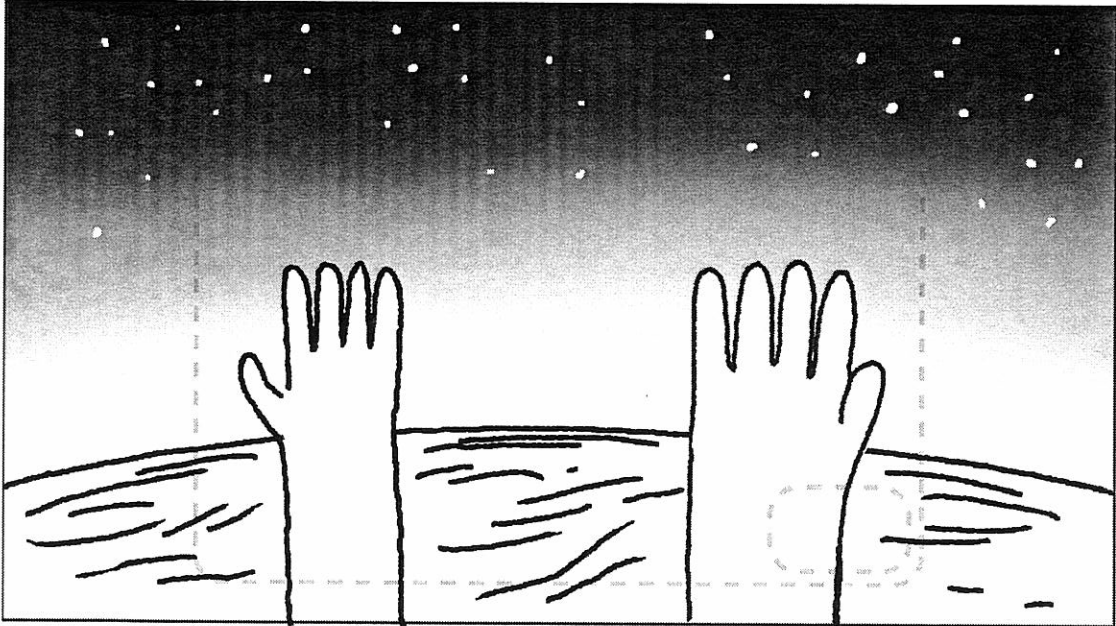


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Sc. 126

Pnl. B

Bg.

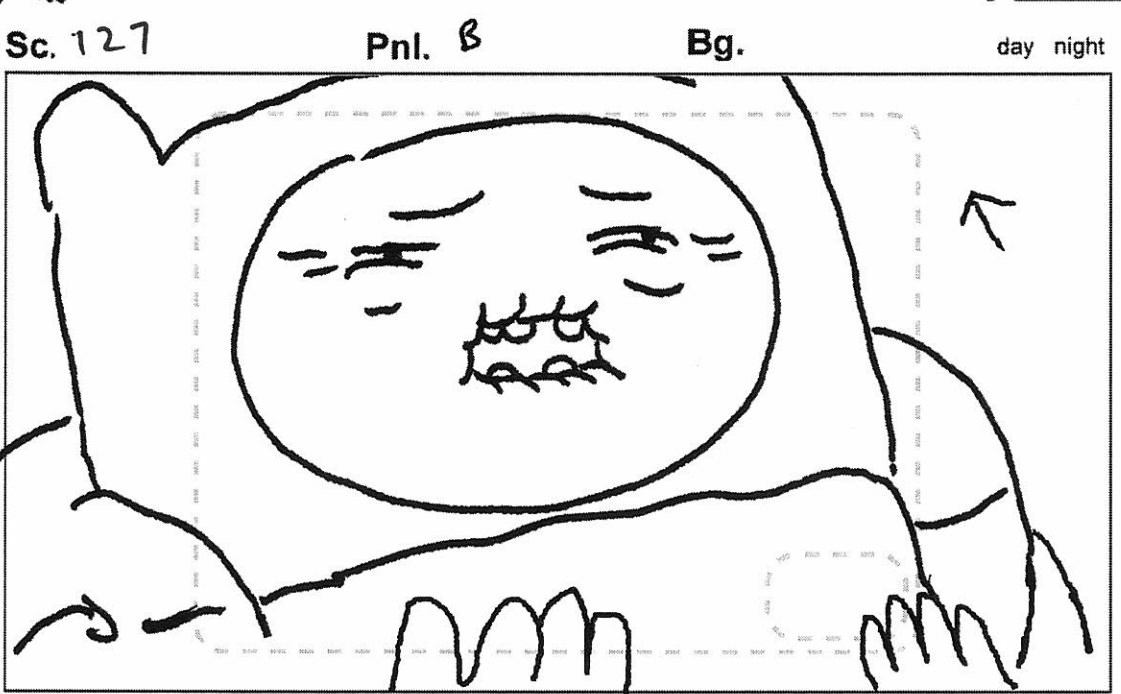
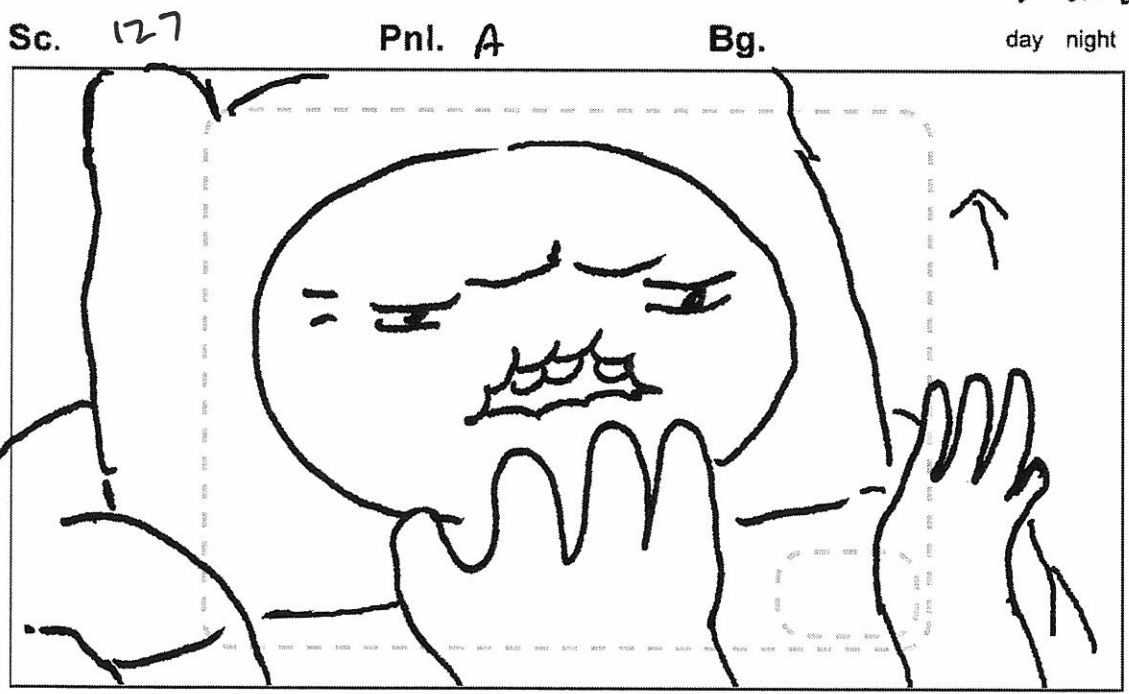
day night



FINGERS GROW / SHRINK.

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Dialog:
(F) / ??
Action:
Timing:

EPISODE # 1025-168

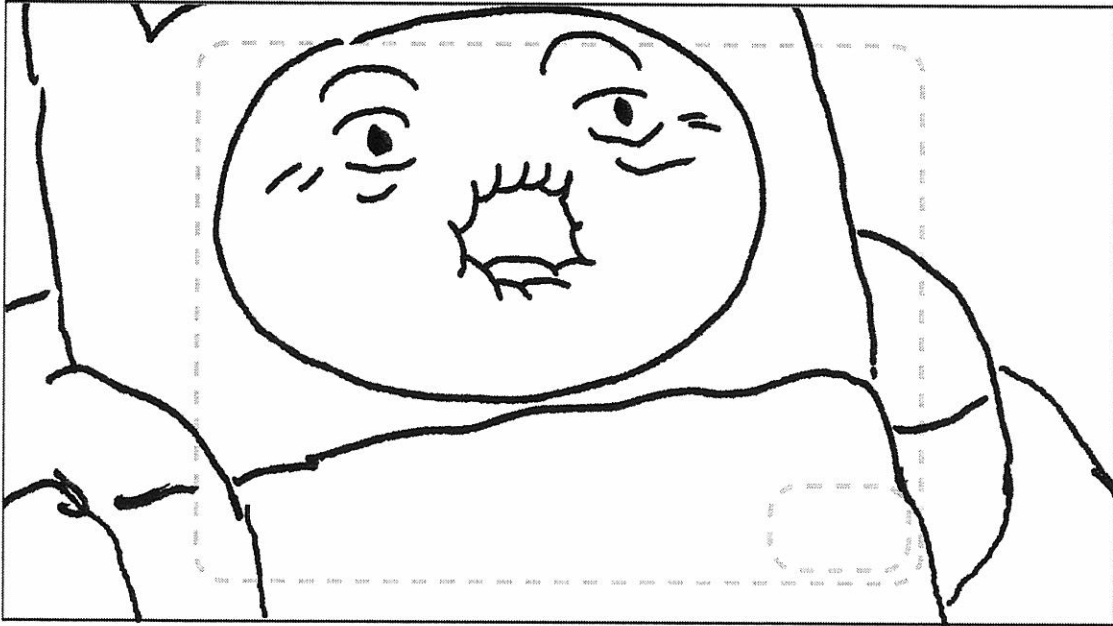
Production :



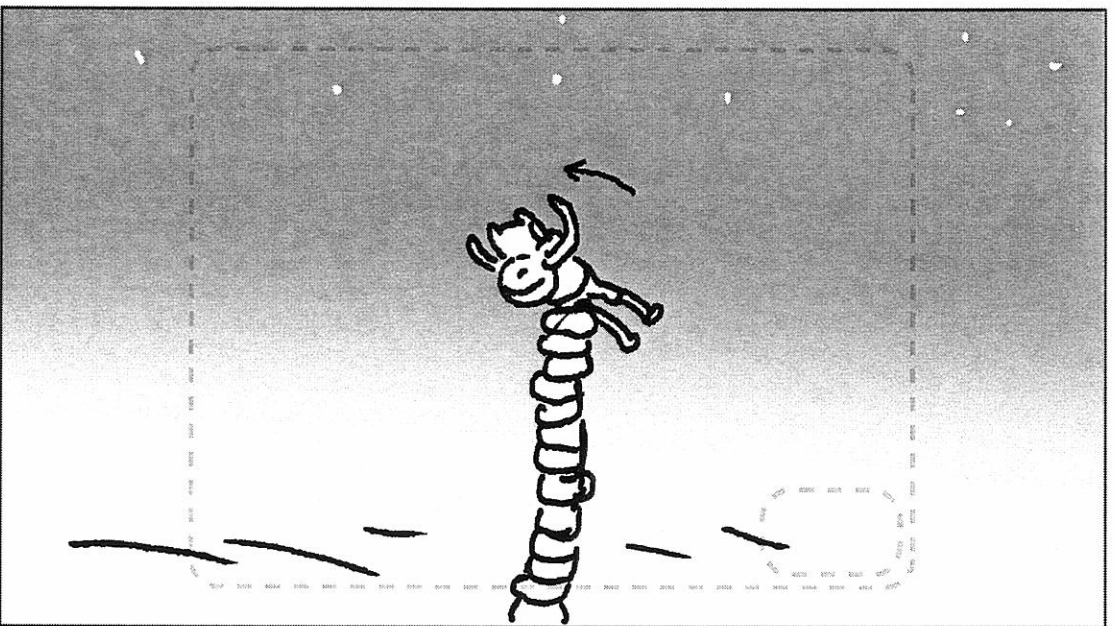
ADVENTURE TIME



Sc. 127 Pnl. C Bg. day night



Sc. 128 Pnl. A Bg. day night

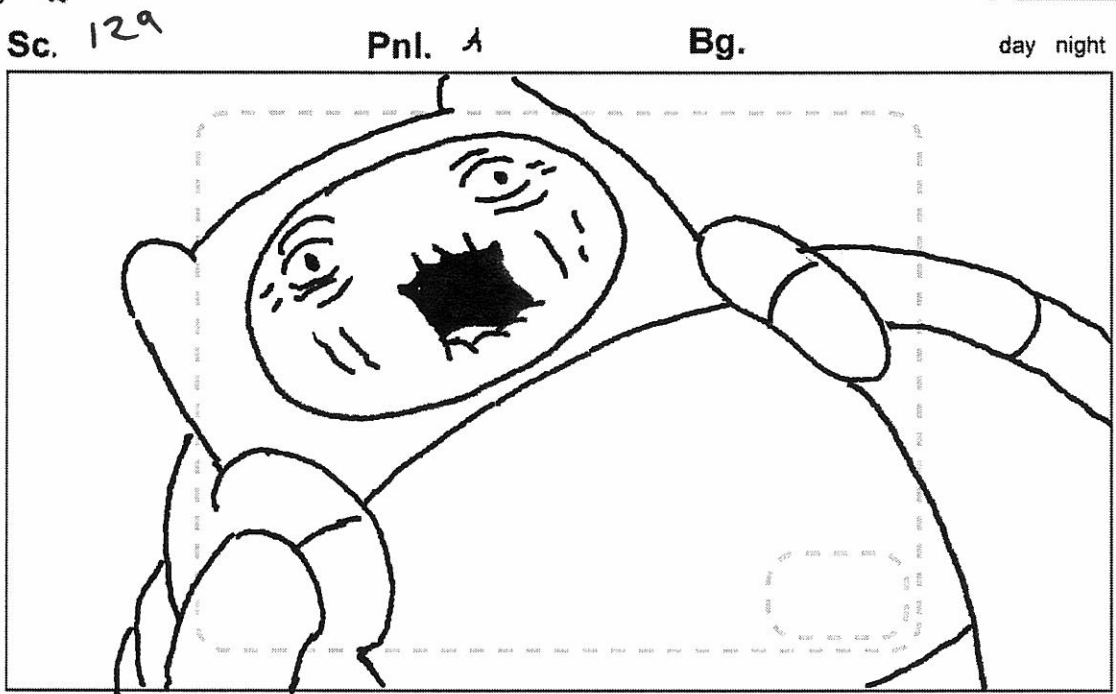
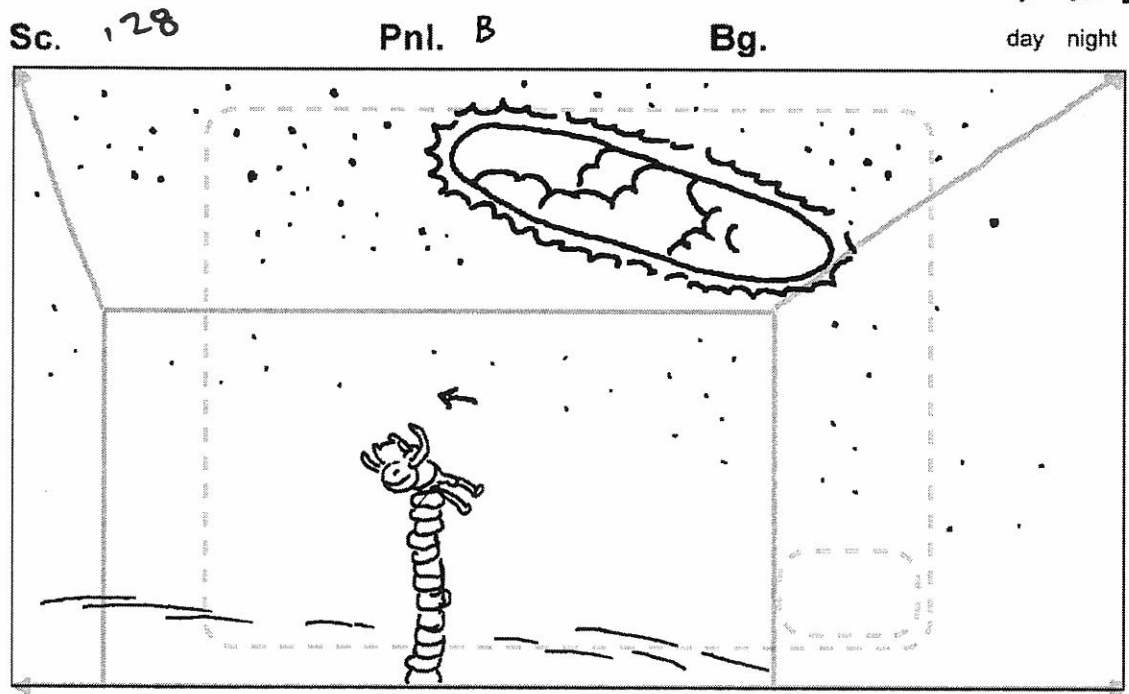


Dialog:	(F) HOH! (NO AIR)	(F): BREATHING EXCITEDLY:
Action:	HE CAN'T BELIEVE IT.	
Timing:		

1025-168  
EPISODE #  
Production :



ADVENTURE TIME



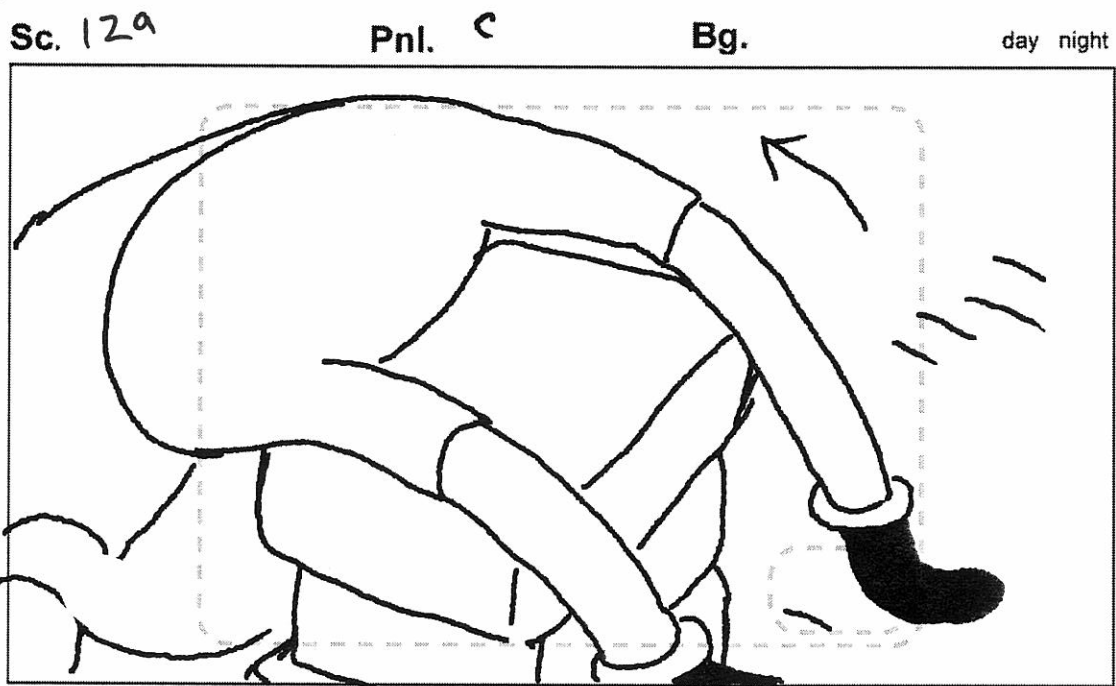
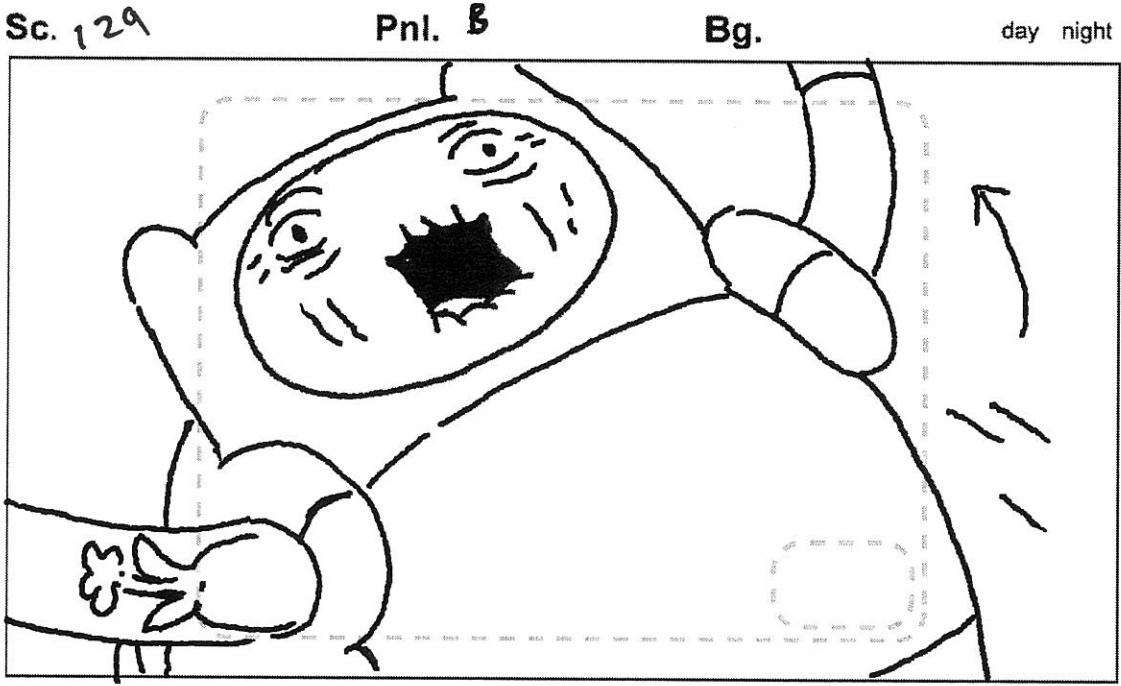
Dialog:
Action: A PORTAL LIKE THE ONES IN THE CITADEL. LOOK ON CLOUDS OF ANOTHER WORLD.
Timing:

EPISODE # 1025-168

Production :

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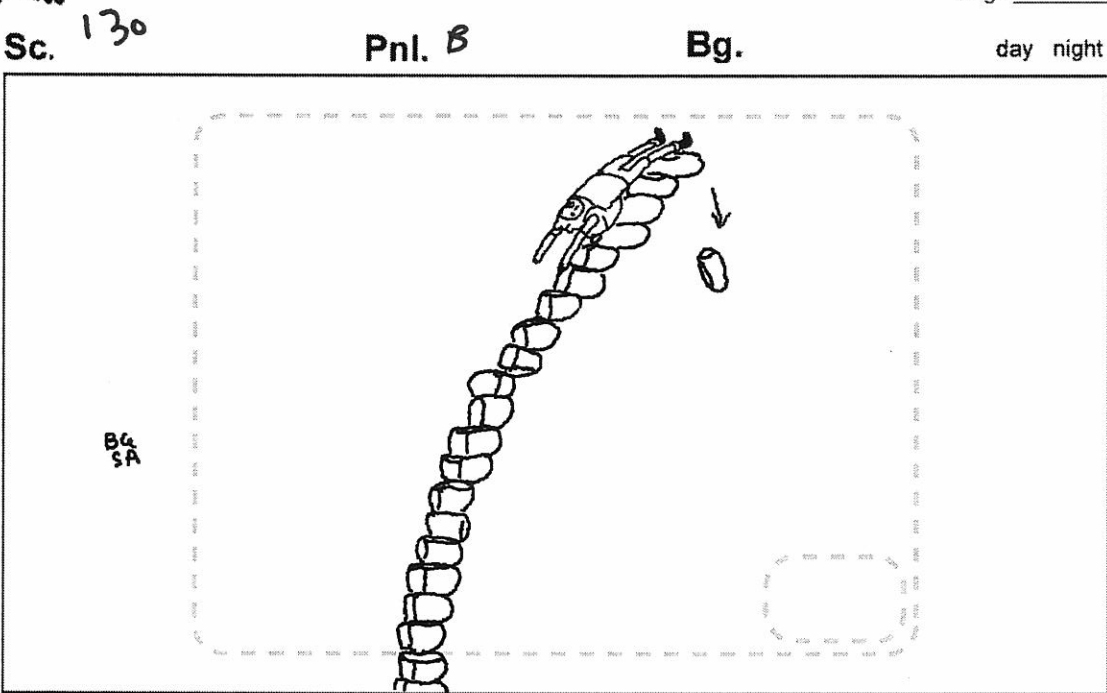
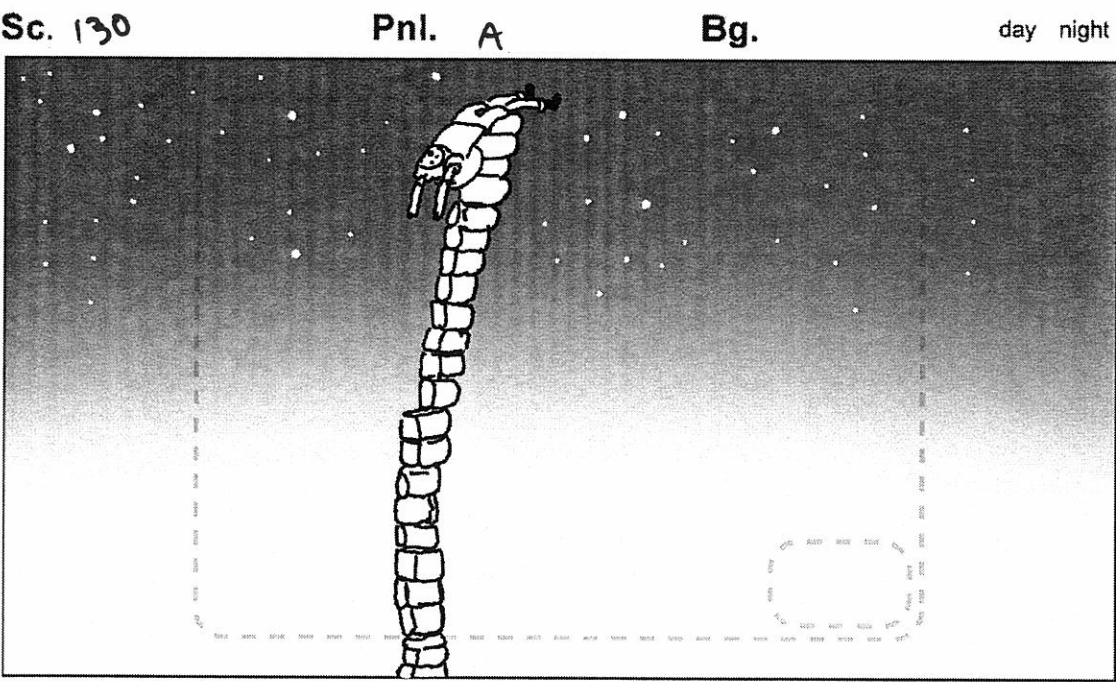
ADVENTURE TIME



Dialog:
Ⓢ/ H H H O H H!
Action:
SLIPES OFF
Timing:

EPISODE # 1025-168 Production :

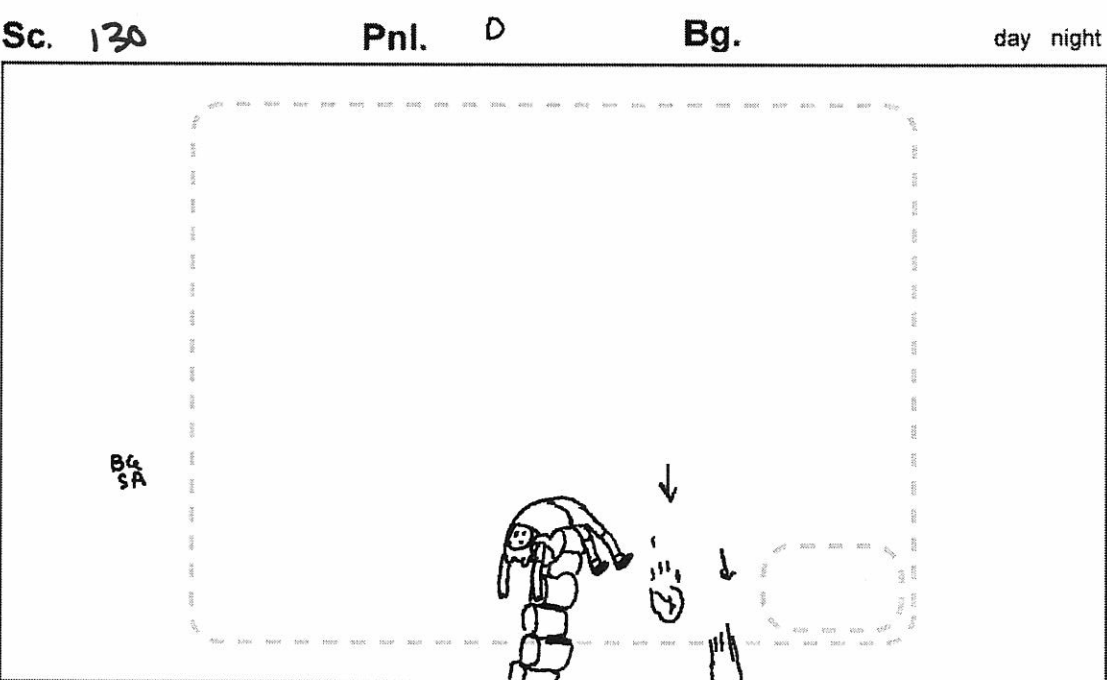
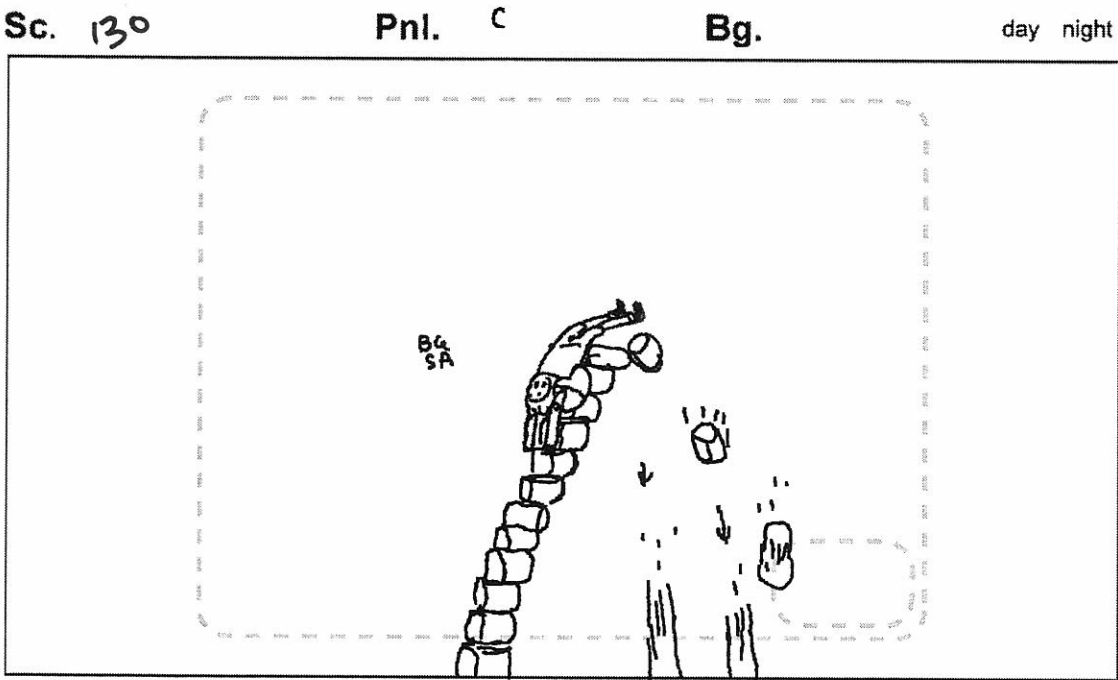
ADVENTURE TIME



Dialog:
Action: SLIDING DOWN THE STACK WHILE IT LEANS PRECARIOUSLY
Timing:

EPISODE # 1025-168  
Production :

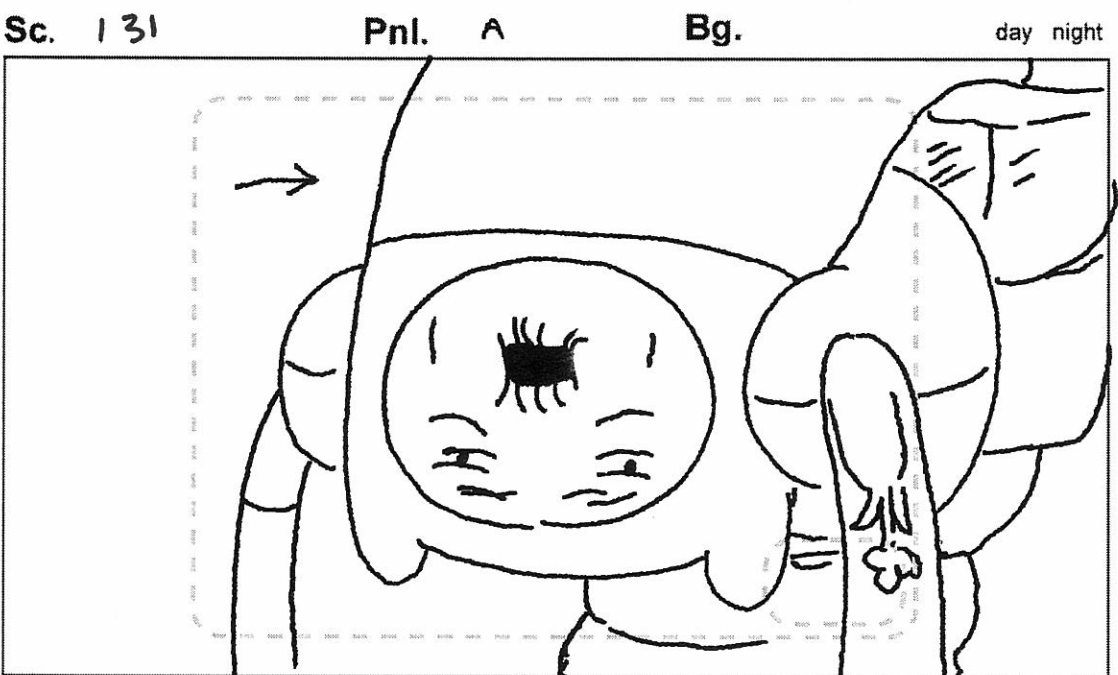
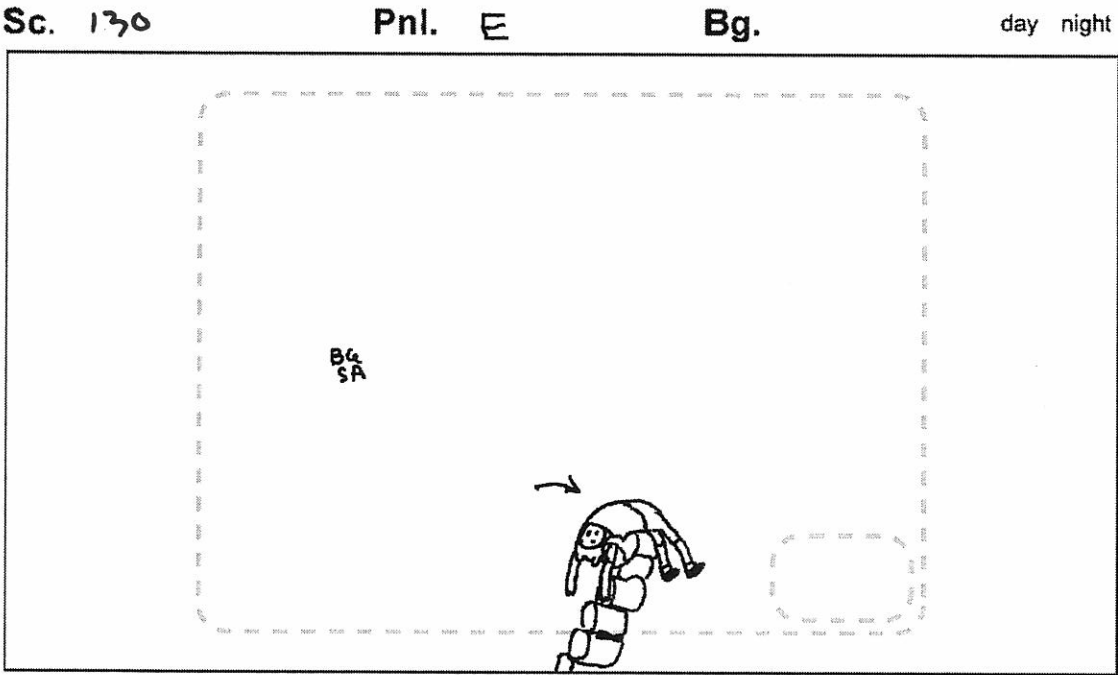
ADVENTURE TIME



Dialog:
Action: BRICKS BURNING UP IN THE ATMOSPHERE.
Timing:

EPISODE # 1025-168  
Production :

ADVENTURE TIME



Dialog:	Ⓢ/ H H H H H!
Action:	- KEEPS TILTING OVER, - STOPS. SO SCARY
Timing:	

EPISODE # 1025-168

Production :

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# ADVENTURE TIME



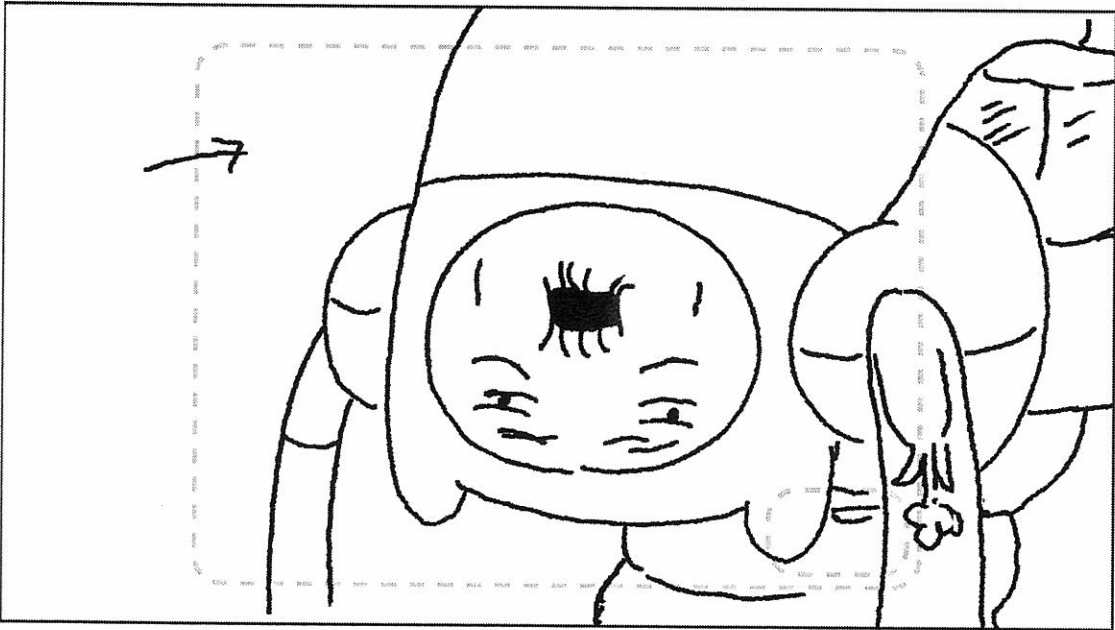
Page 202

Sc. 131

Pnl. B

Bg.

day night

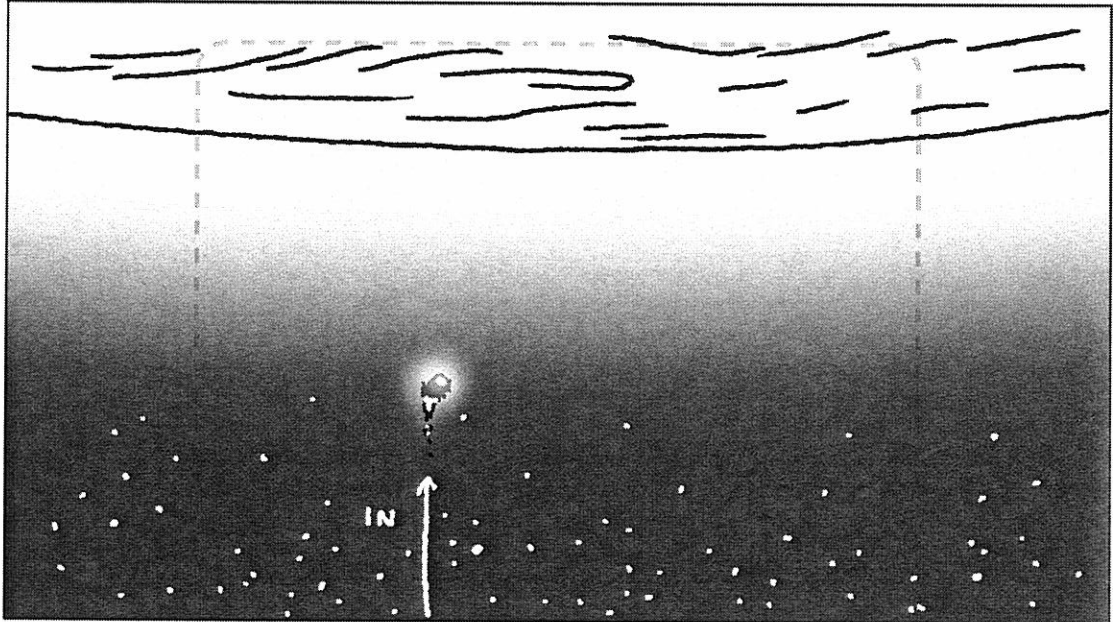


Sc. 132

Pnl. A

Bg.

day night



Dialog:

Action:

END pos.

- SHIP ENTERS FROM SPACE  
- FINN'S P.O.V.

Timing:

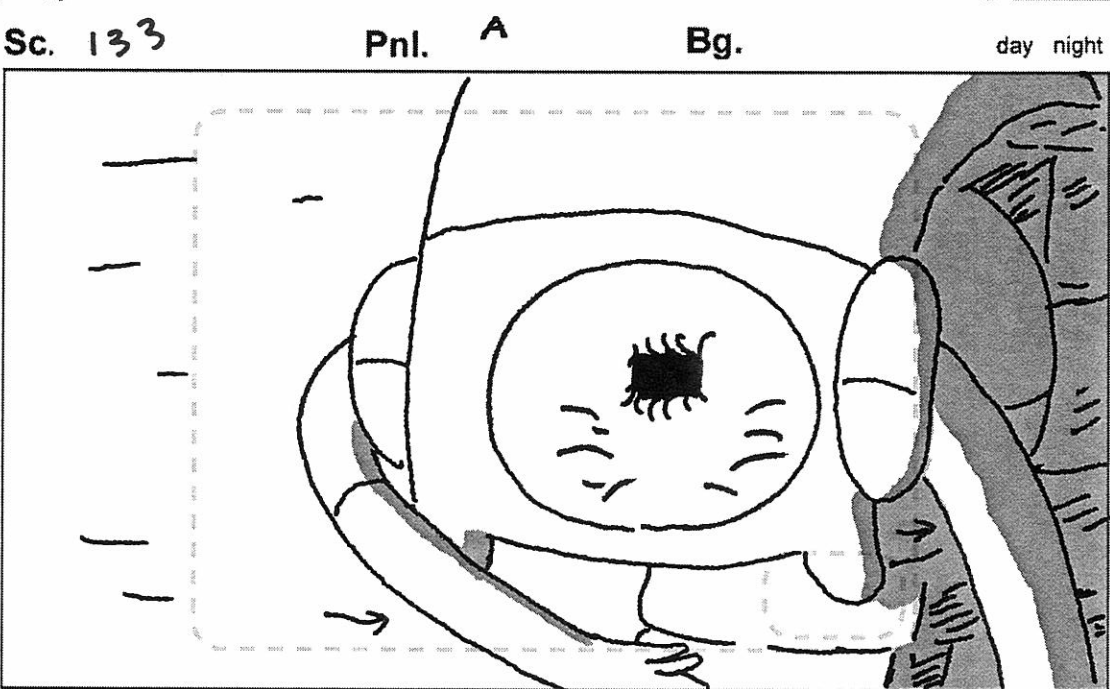
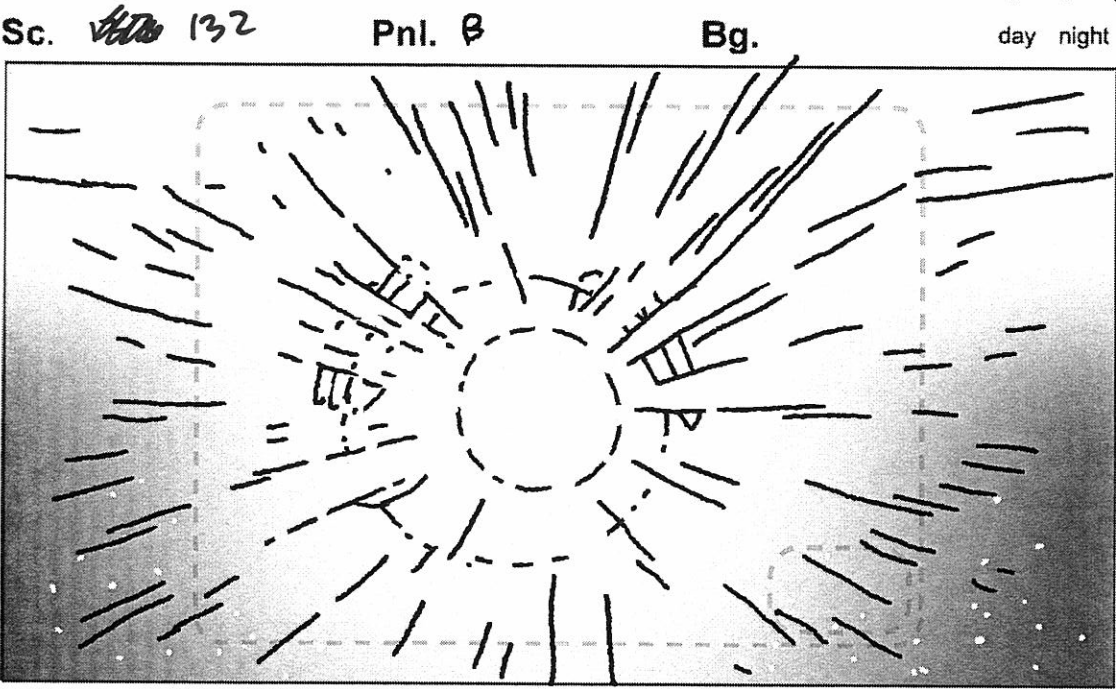
1025-168

EPISODE #

Production :



# ADVENTURE TIME



Dialog:	©/ BAAAHHD! : : :
Action:	
Timing:	



ADVENTURE TIME



Sc. 133

Pnl. B

Bg.

day night

Sc. 133

Pnl. C

Bg.

day night

Dialog:

Action:

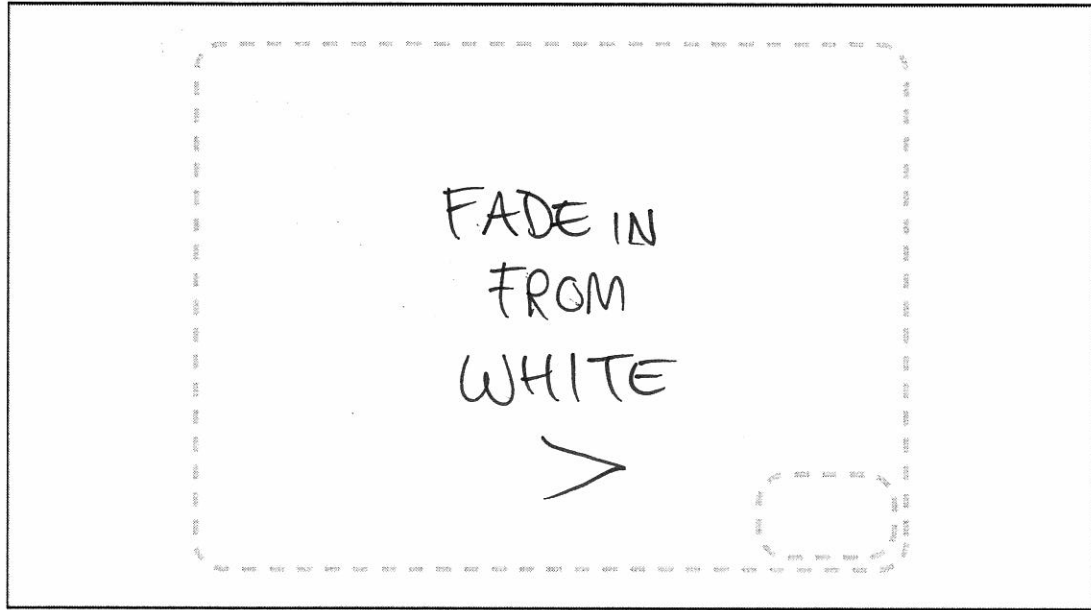
Timing:

WHITE OUT.

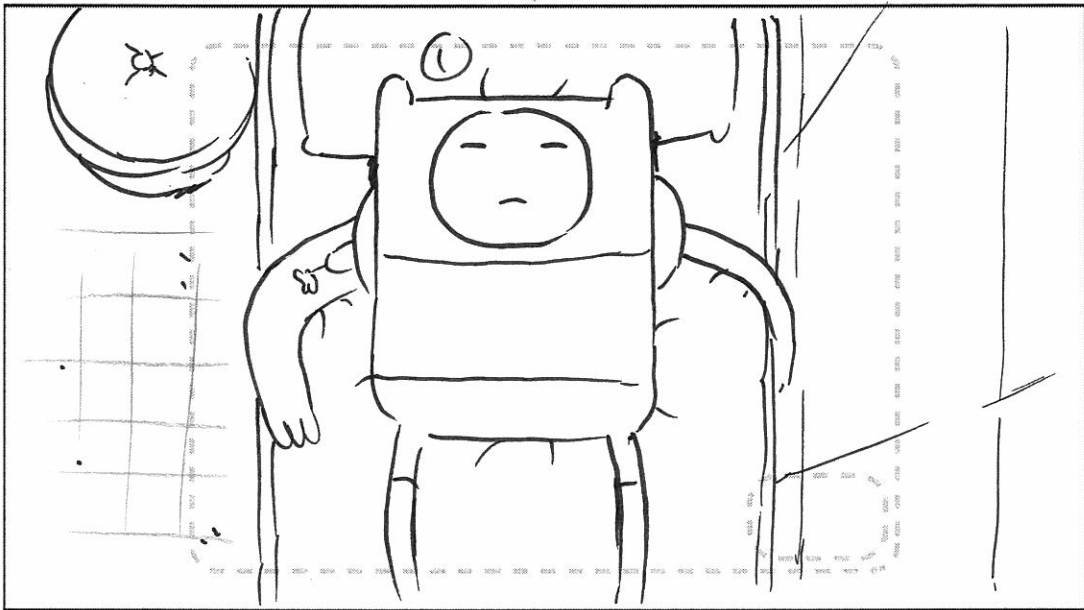
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog:	
Action:	③ Finn blinks twice
Timing:	②

EPISODE #

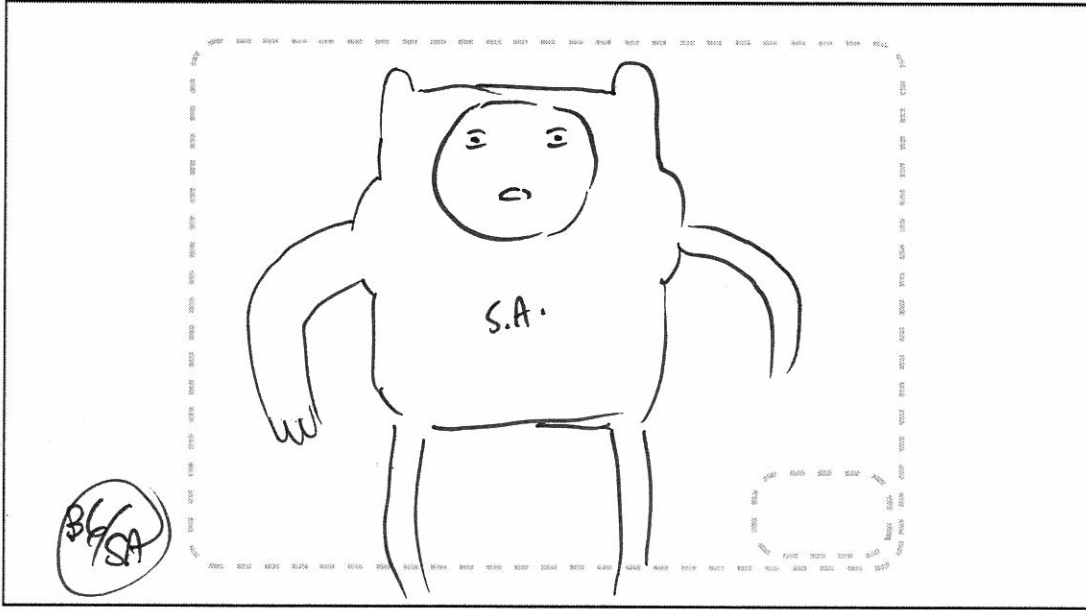
1025-168

Production :

# ADVENTURE TIME



Sc. 134 Pnl. B Bg. day night



Sc. 135 Pnl. A Bg. day night



Dialog: (Finn) \* ughh... \* (F:) oh man... my nog master.

Action:

Timing:



EPISODE #

1025-168

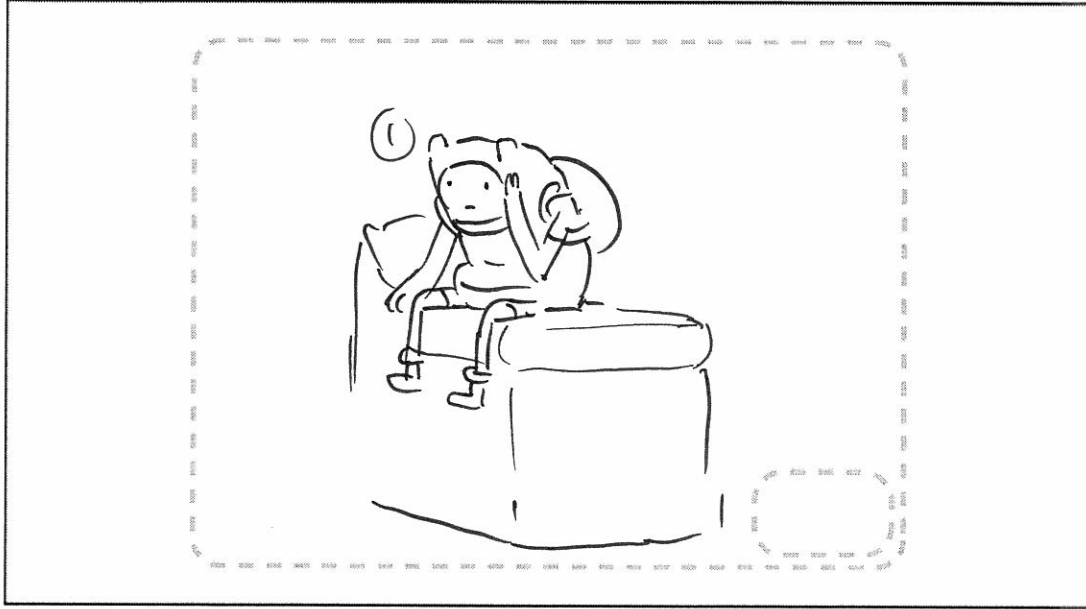
Production :

# ADVENTURE TIME

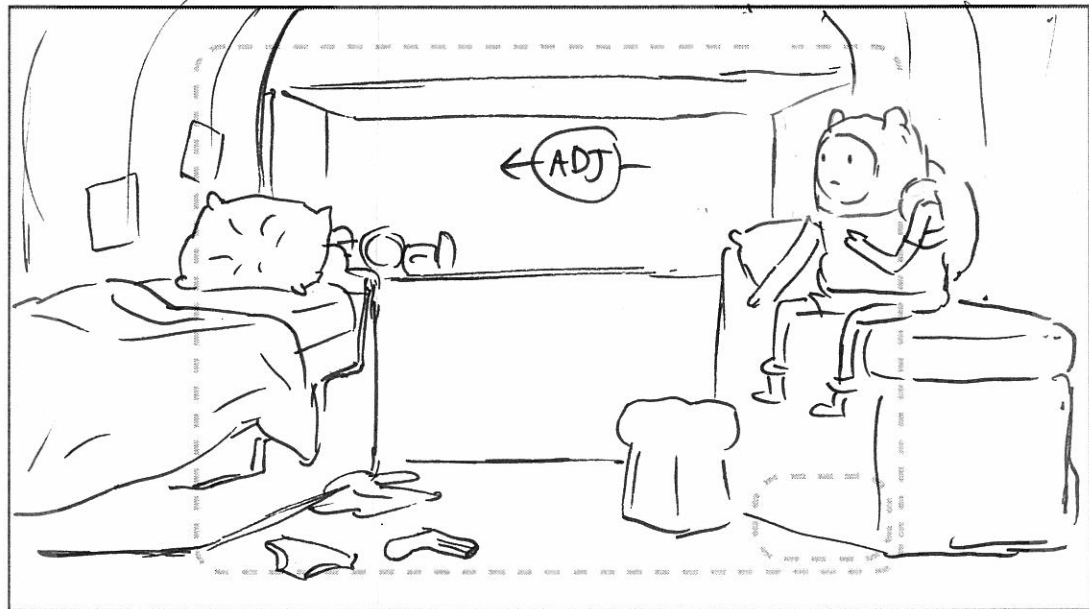


Page 208

Sc. 135 Pnl. B Bg. day night



Sc. 135 Pnl. C Bg. day night



Dialog:

Action:

Timing:



Production :

EPISODE #

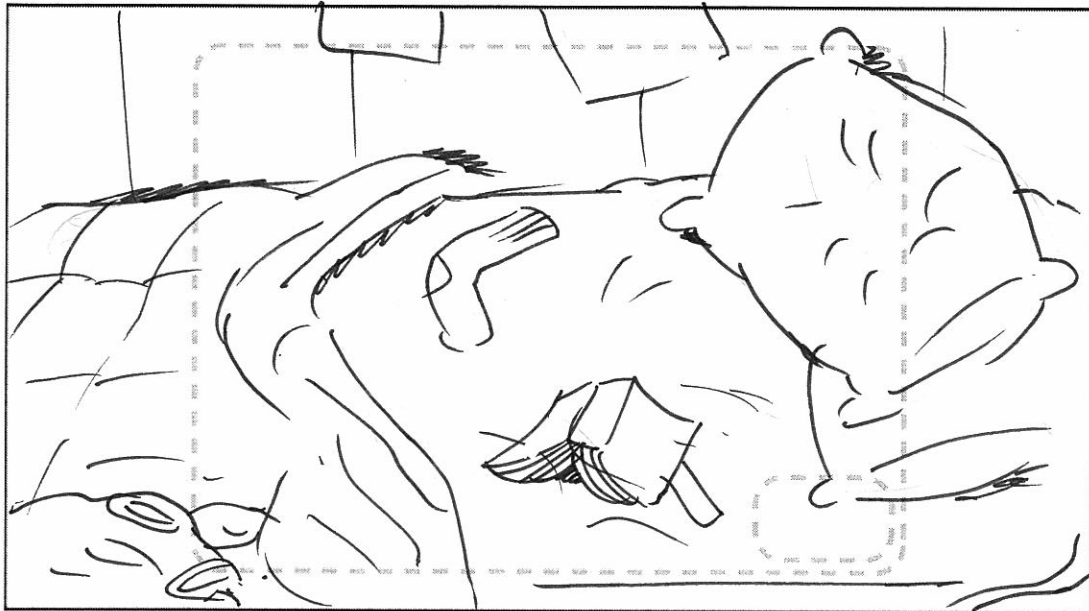
1025-168

# ADVENTURE TIME

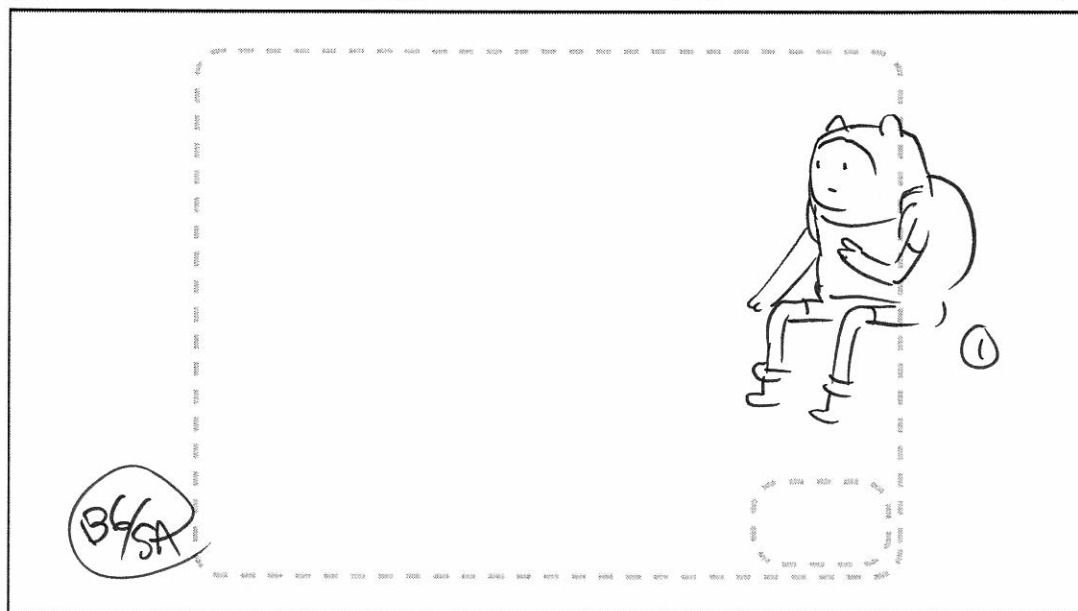


Page 209

Sc. 136 Pnl. A Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:

Action:

slept-in bed with "dad-clothes" on it  
and "dad-stuff" near it.

Timing:



Production :

EPISODE #

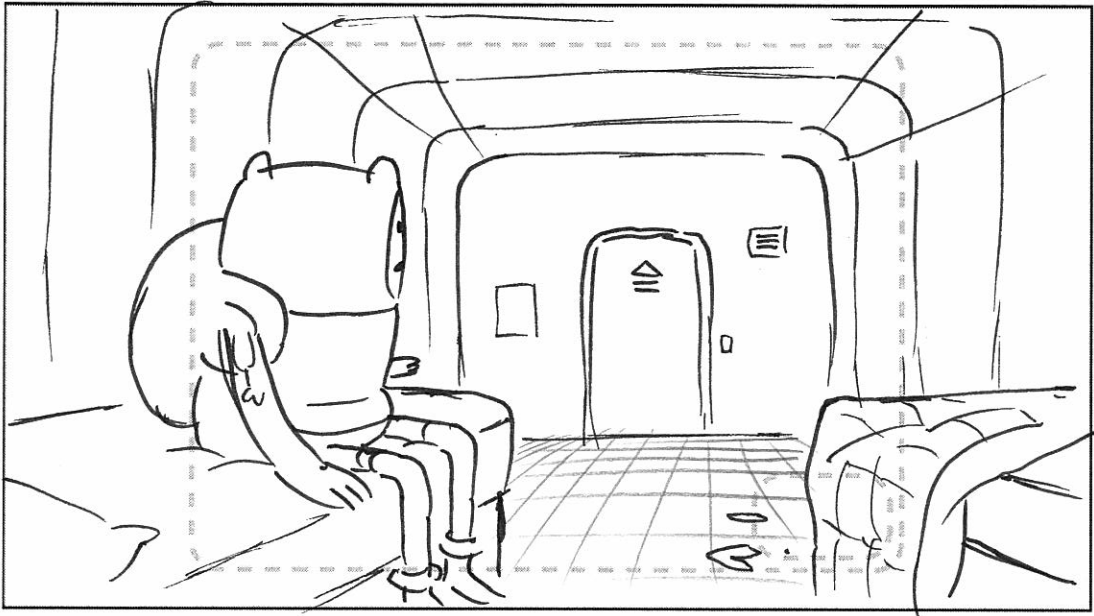
1025-168

# ADVENTURE TIME

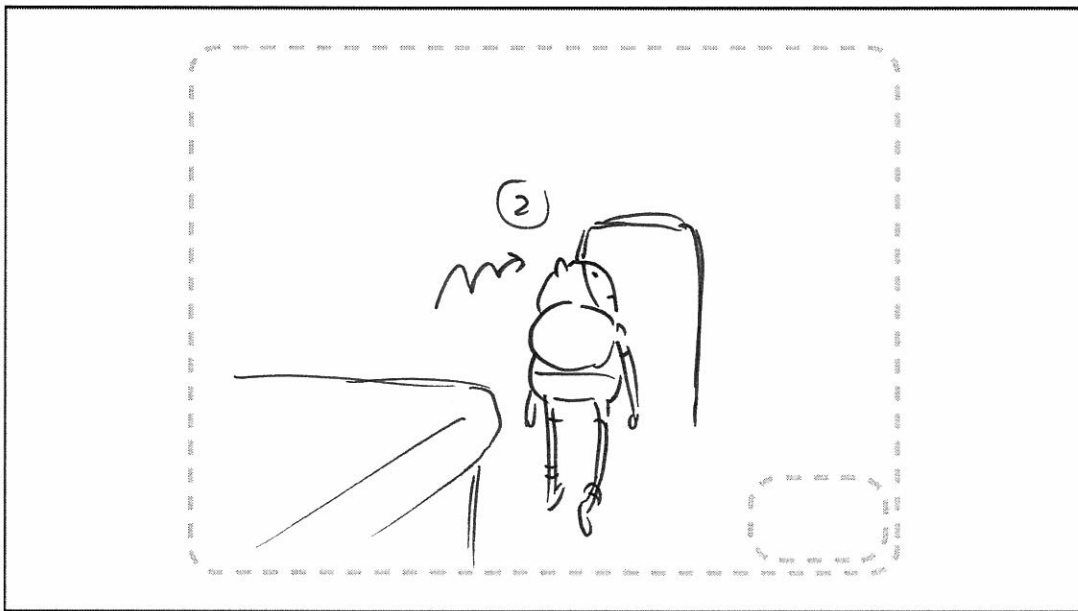


Page 210

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:

(F:) Hello?

Action:

Timing:



EPISODE #

1025-168

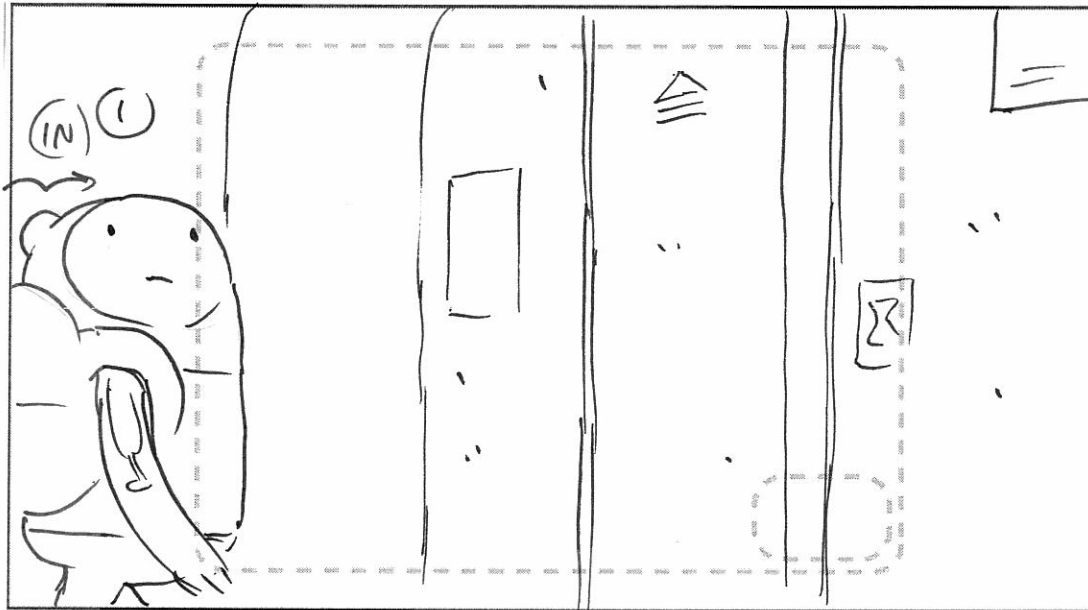
Production :

# ADVENTURE TIME

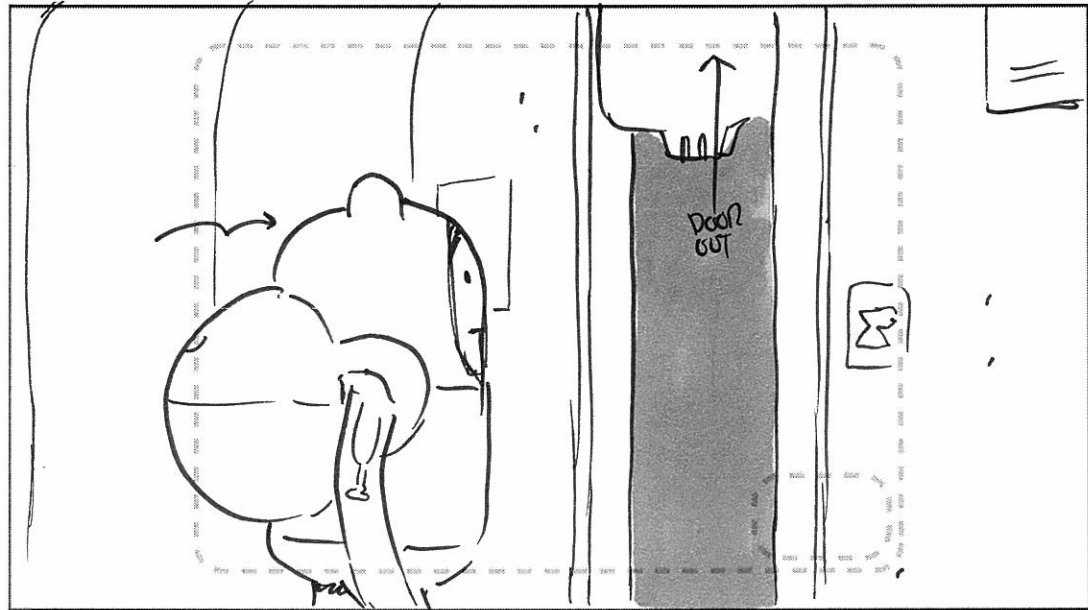


Page 211

Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:

Action:

Timing:



EPISODE #

Production :

1025-168

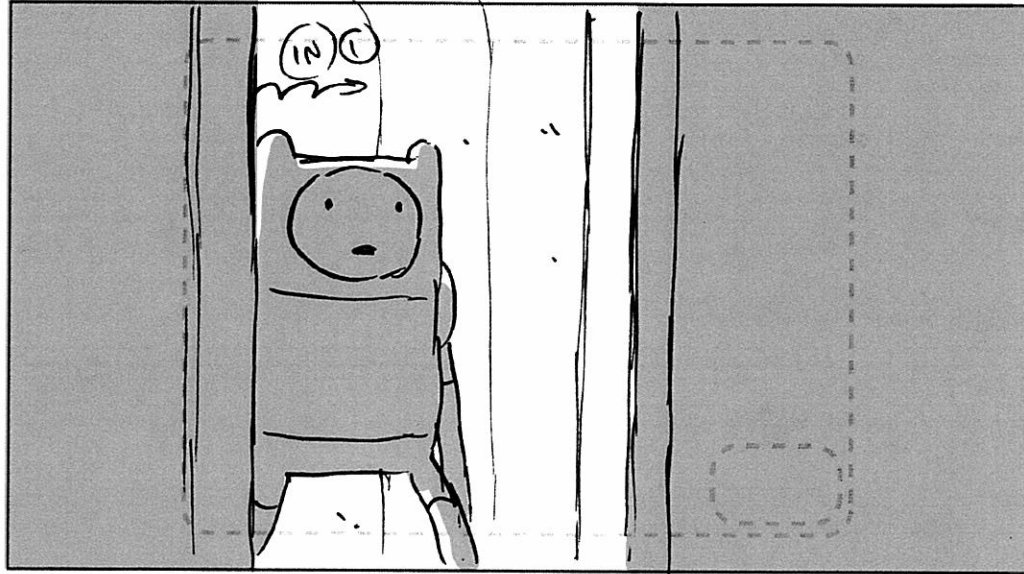


# ADVENTURE TIME

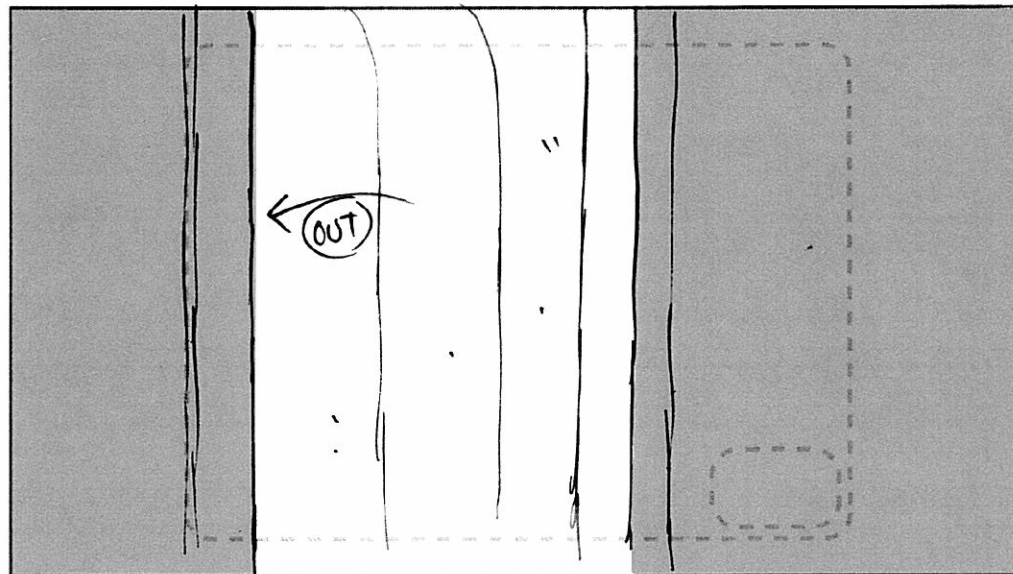


Page 212

Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



Dialog:

(F:) ① Hel -- \*Oh! (gasped/whispered)\* ②

Action:

Timing:



EPISODE #

1025-168

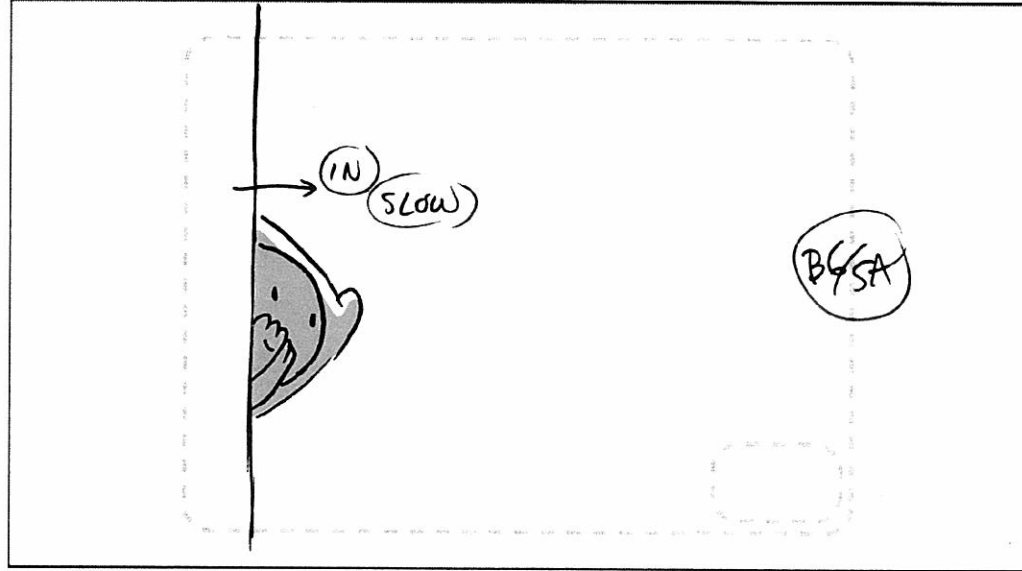
Production :

# ADVENTURE TIME

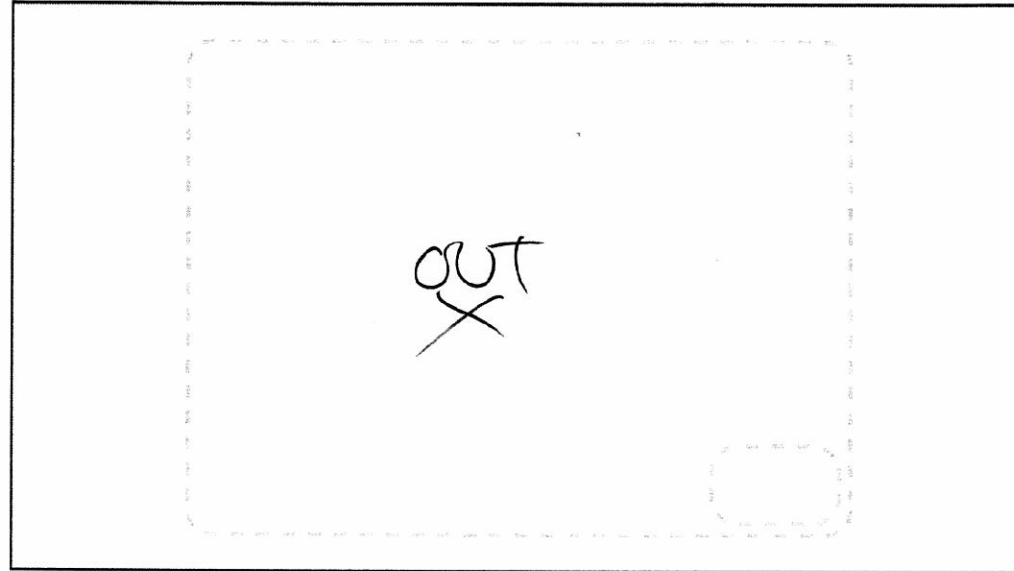


Page 213

Sc. 140 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Finn slowly peeks in.

Timing:

EPISODE #

1025-168

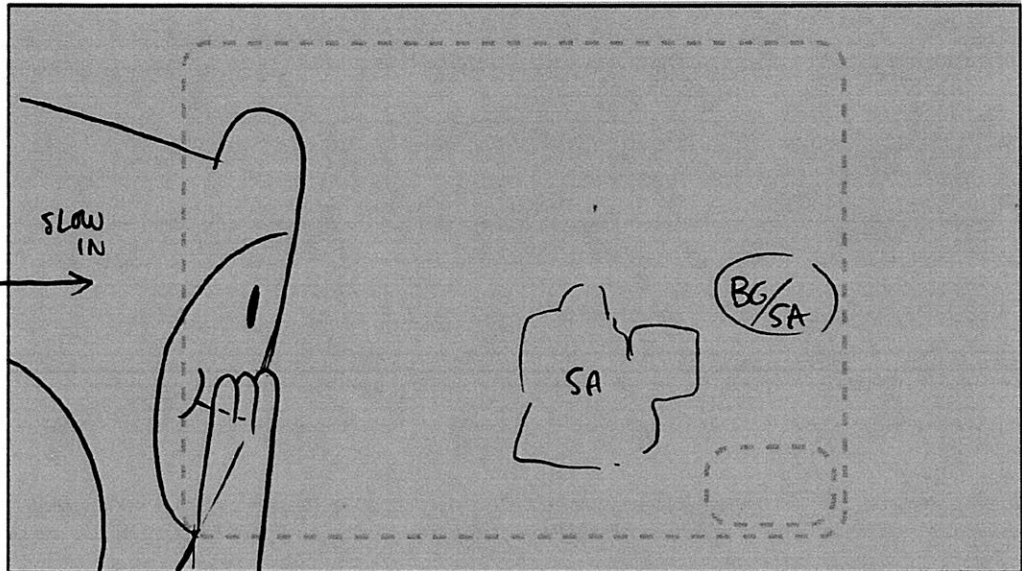
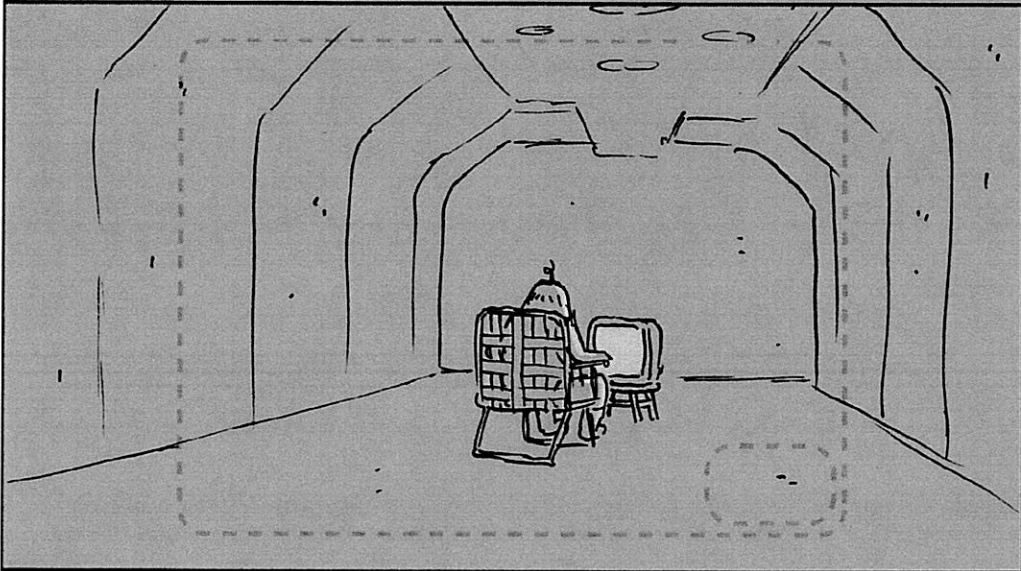
Production :

ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night

Sc. 141 Pnl. B Bg. day night



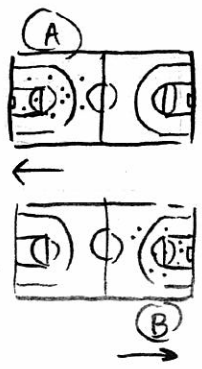
Dialog:

(F:) \* snort \* snicker \*

Action:

Timing:

TV set slowly pans back & forth on basketball game. Player dots scramble around from one end to the other



EPISODE #

Production :

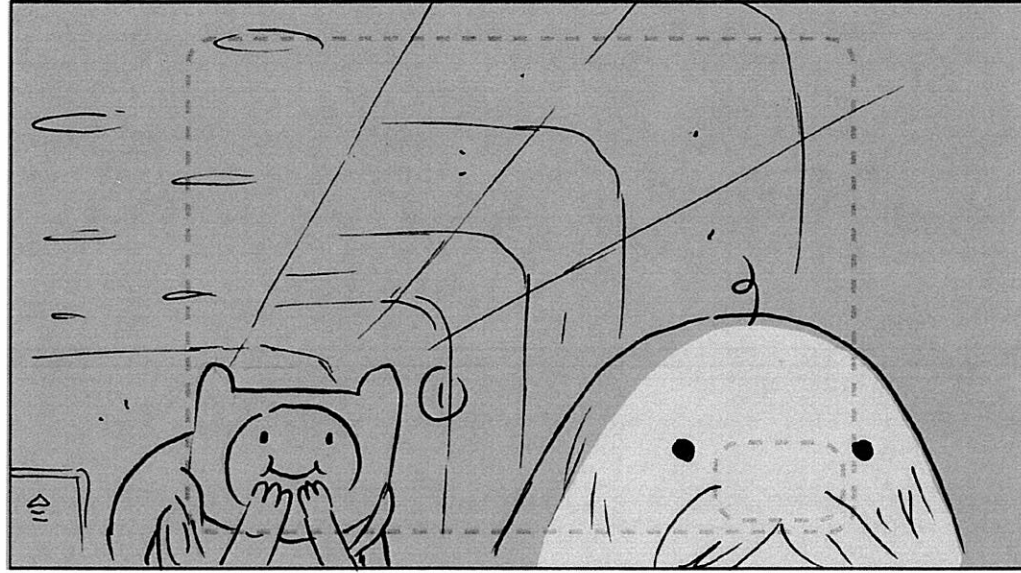
1025-168

# ADVENTURE TIME

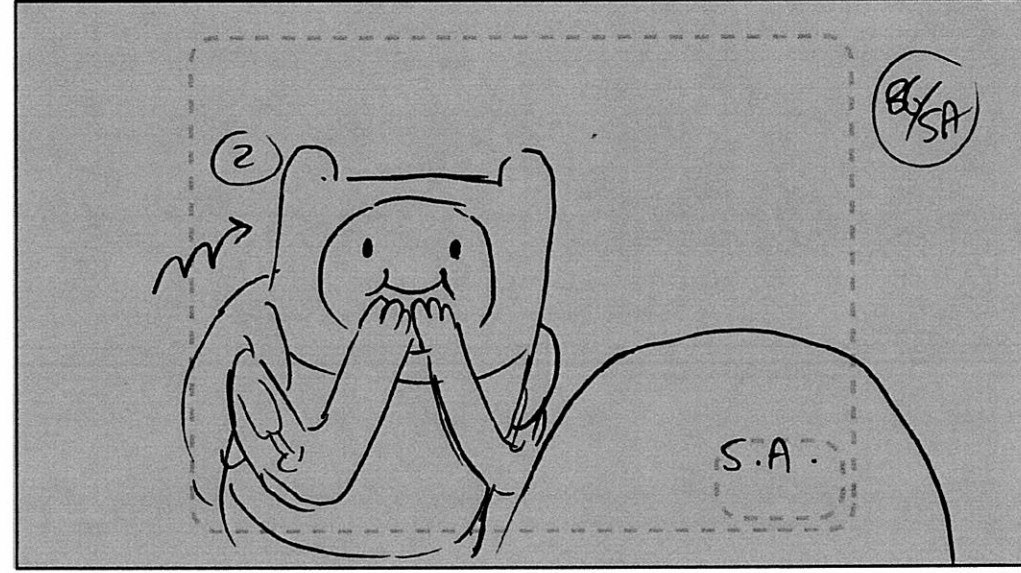


Page 215

Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:	
Action:	-Finn sneaks up on Dad.
Timing:	

EPISODE #

Production :

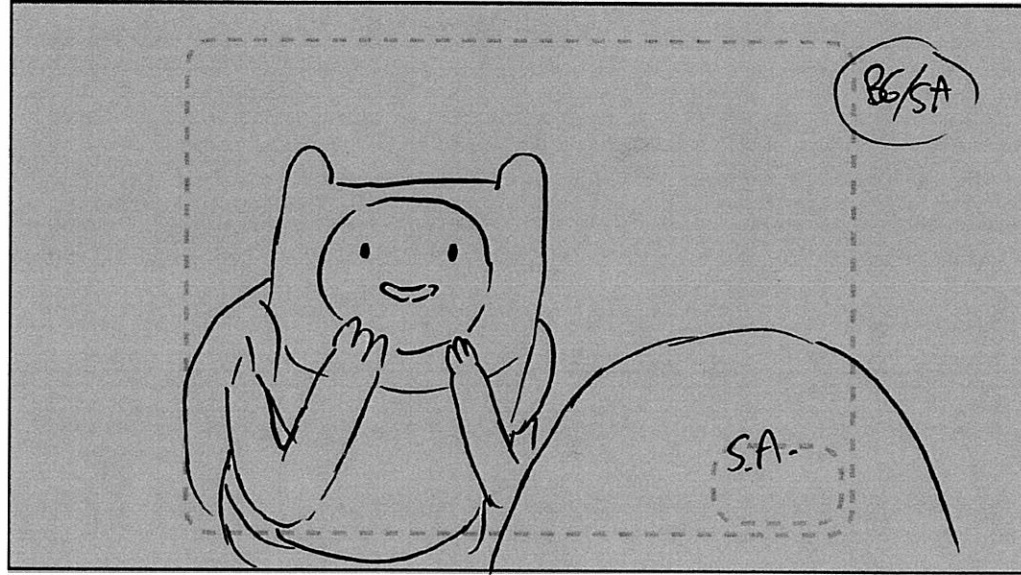
1025-168

# ADVENTURE TIME

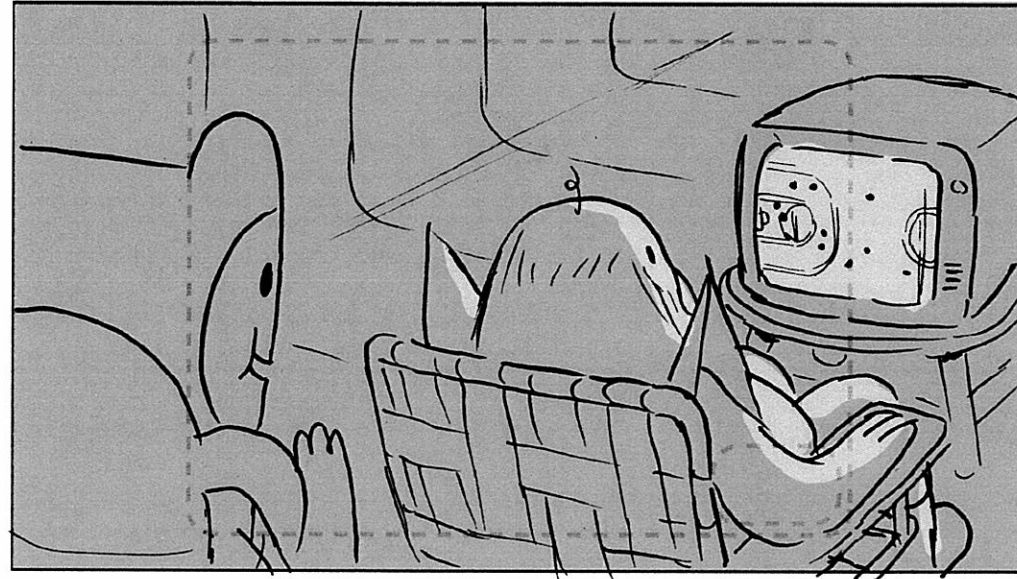


Page 216

Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:

(F:)(whisper:) hey ...

(F:)(whisper:) hey Dad ...

Action:

moves arms, then speaks

-TV pans back & forth slowly on basketball game.

Timing:

EPISODE #

1025-168

Production :

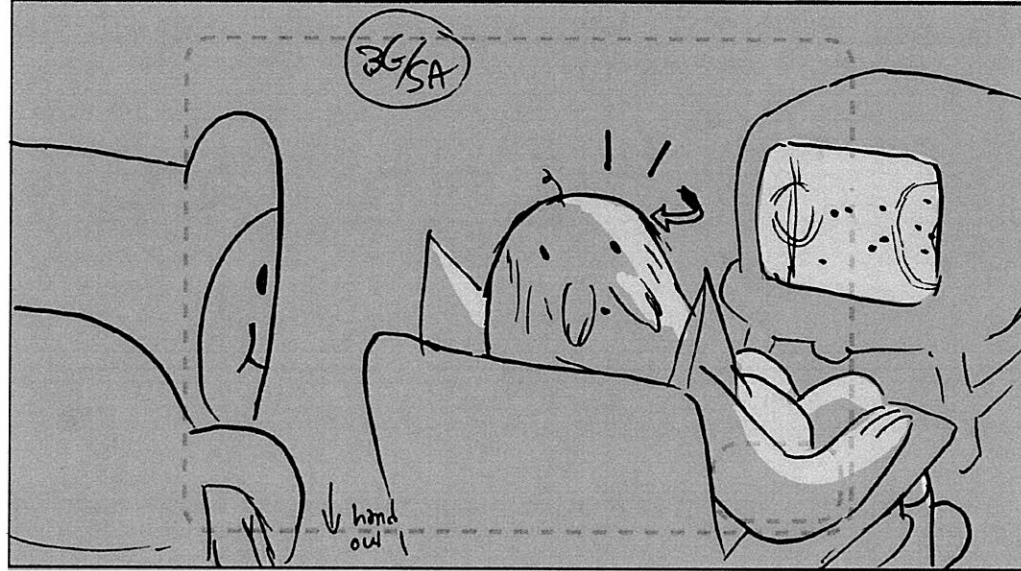


# ADVENTURE TIME

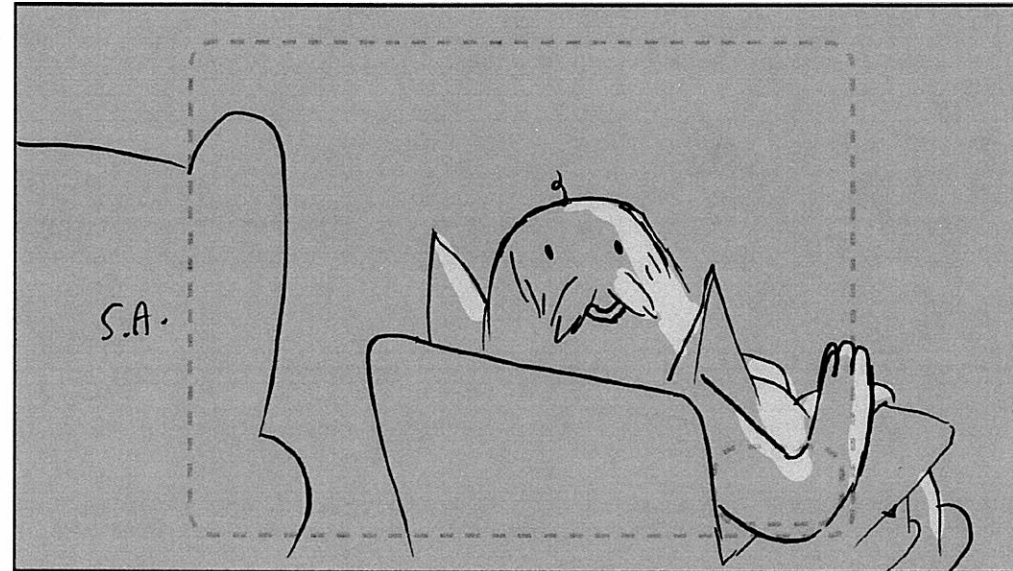


Page 217

Sc. 143 Pnl. B Bg. day night



Sc. 143 Pnl. C Bg. day night



Dialog:	(DAD:) (startled) hunh!?	(DAD:) Oh good, you're awa--
Action:	should this be Hynden doing deep-voice? Not sure... -Tom	
Timing:		

EPISODE #

1025-168

Production :

# ADVENTURE TIME

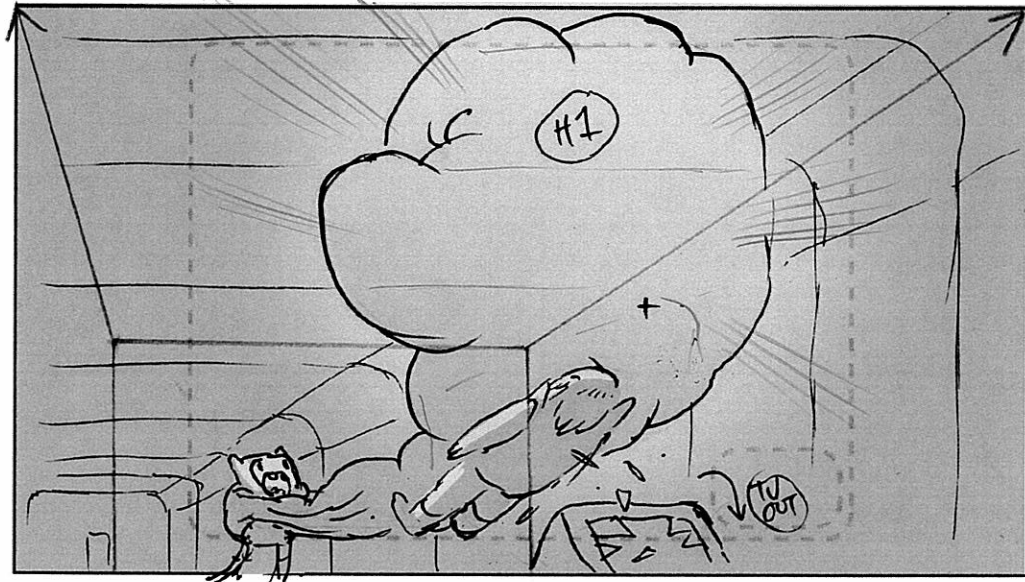


Page 218

Sc. 144 Pnl. A Bg. day night



Sc. 144 Pnl. B Bg. day night

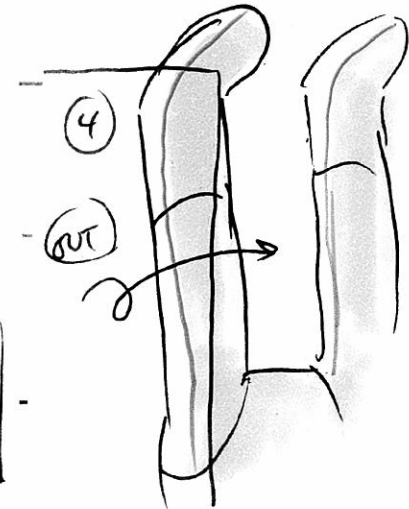
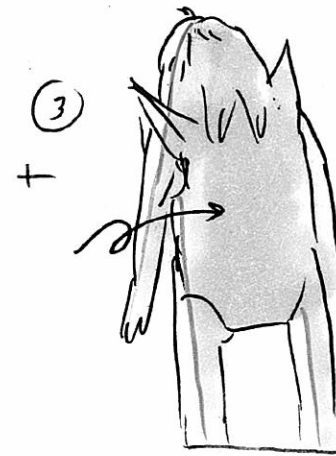
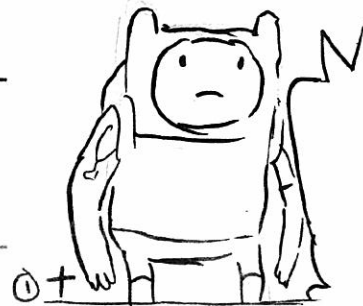


Dialog:

① GOTCHA!!

Action:

Timing:



EPISODE #

1025-168



# ADVENTURE TIME



Page 219

Sc. 144 Pnl. C Bg. day night

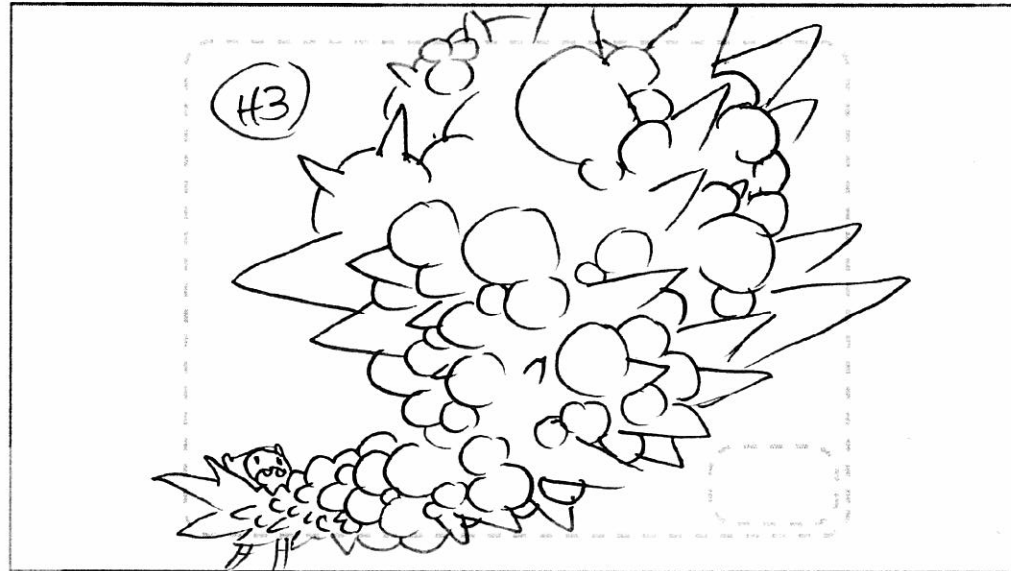


Dialog:

Action: spikes and buboes manifest very quickly, but ~~are~~ slightly staggered, not all in sync.

Timing:

Sc. 144 Pnl. D Bg. day night



EPISODE #

1025-168

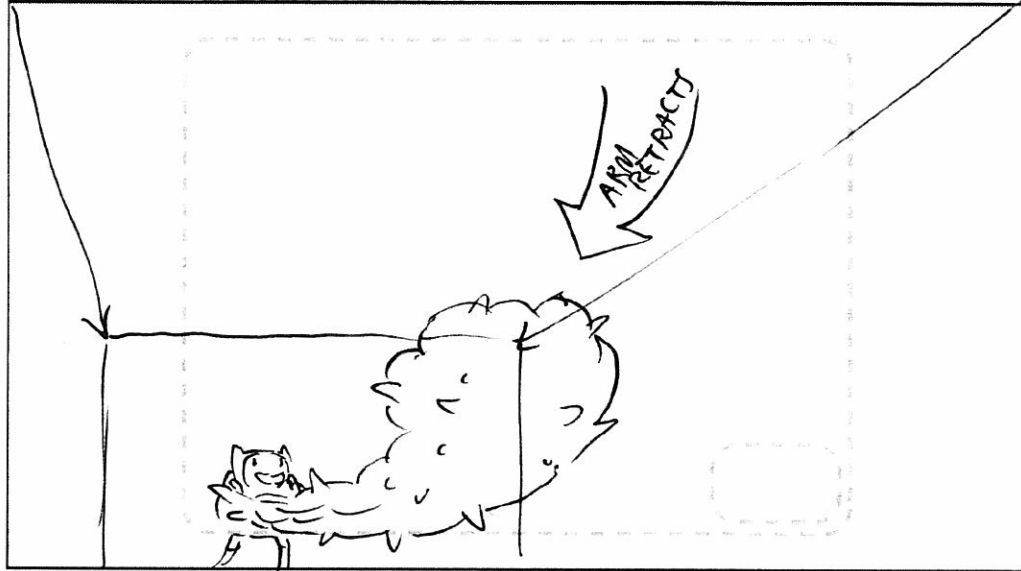
Production :

# ADVENTURE TIME

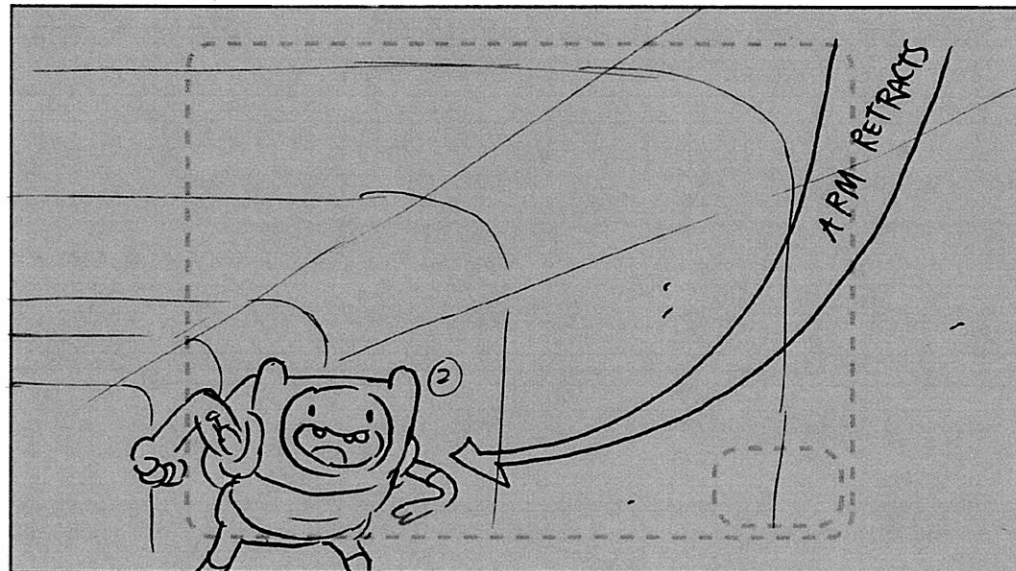


Page 220

Sc. 144 Pnl. E Bg. day night



Sc. 144 Pnl. F Bg. day night



Dialog:

(F:) Haha!

Action:

- Arm retracts very fast
- screen tracks to track arm
- spikes + bubbles recede as arm retracts

Arm fully retracts, then Finn laughs

Timing:

EPISODE #

1025-168

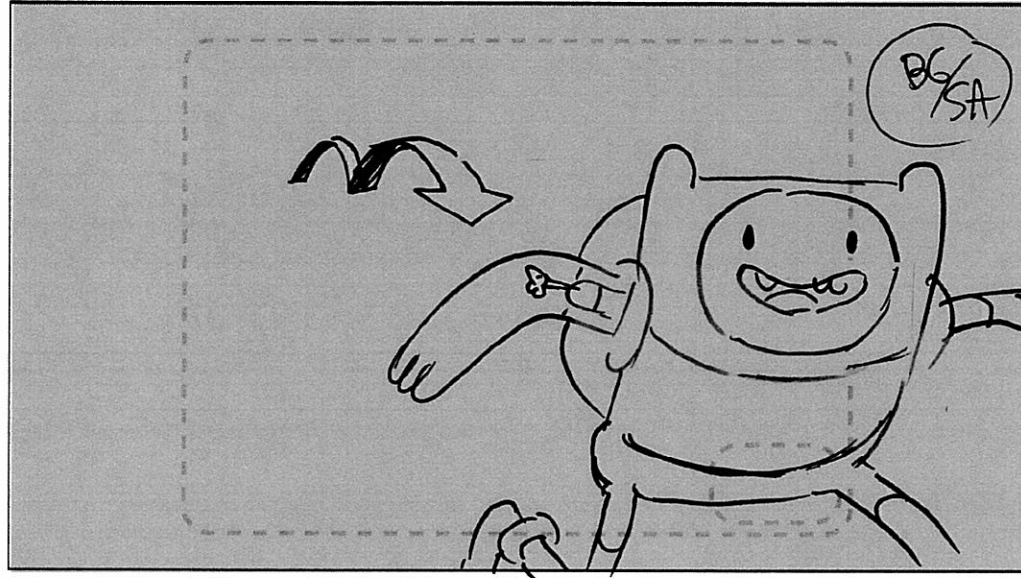
Production :

# ADVENTURE TIME

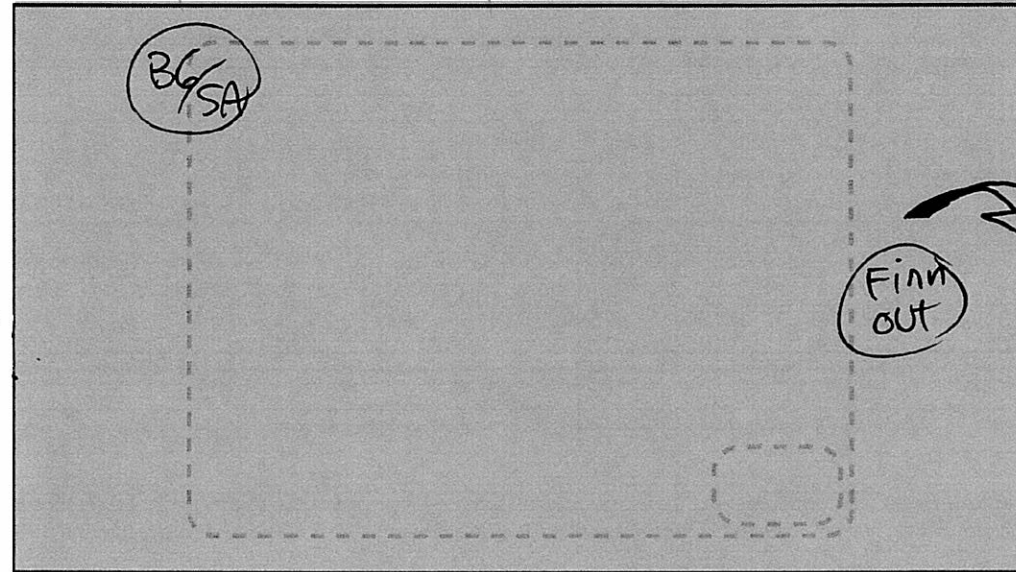


Page 221

Sc. 144 Pnl. G Bg. day night



Sc. 144 Pnl. H Bg. day night



Dialog:

(F:) heh heh heh !

Action:

Timing:

EPISODE #

Production :

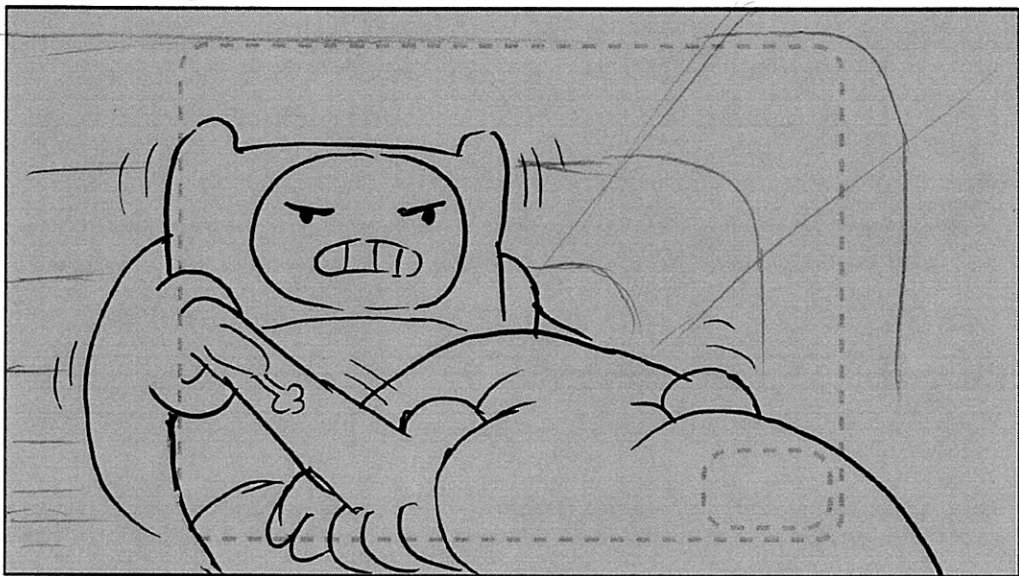
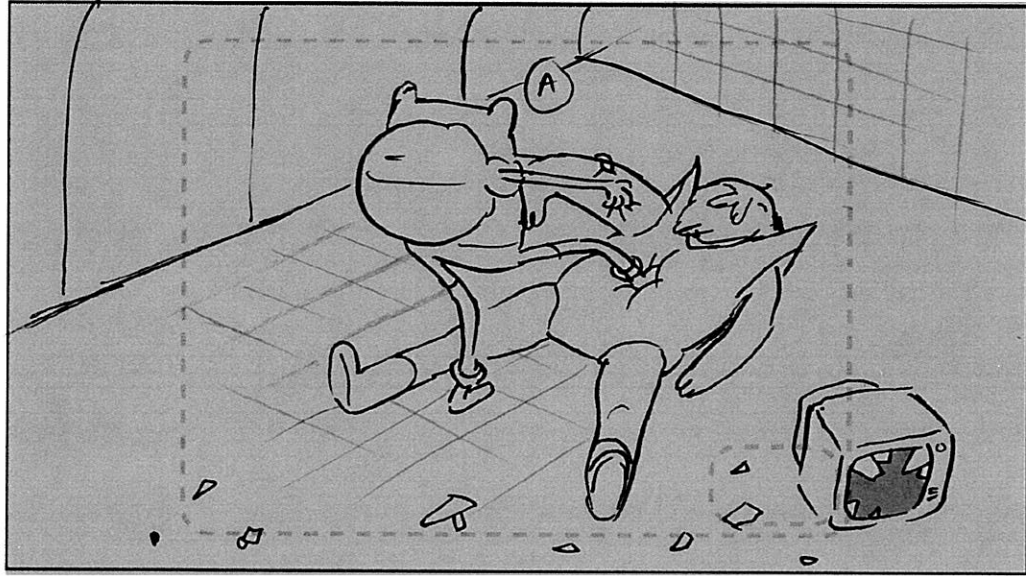
1025-168

ADVENTURE TIME



Sc. 145 Pnl. A Bg. day night

Sc. 146 Pnl. A Bg. day night



Dialog: DAD: \* moaning \*  
FINN: gir-giuvit - gimme-rrr-give → (F) → gimme-give -

A B A B C D B

Action: (B) (C) (D)

Timing:

- Finn tries to pull Dad's arm off.

EPISODE #

1025-168

Production :



# ADVENTURE TIME

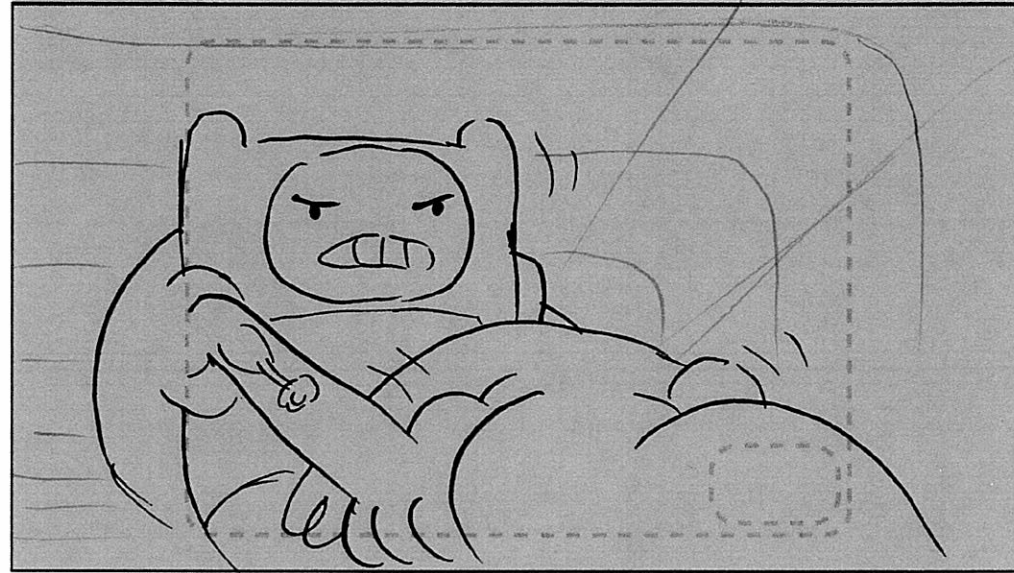


Page 223

Sc. 147 Pnl. 1A Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:

(F) → givuit - giv - rr -

(DAD) \* groan \*

(F) → RRRR ...

(DAD:) \* moan \* oh.. oh no.. oh...  
m- my favorite, →

Action:

Timing:

EPISODE #

1025-168

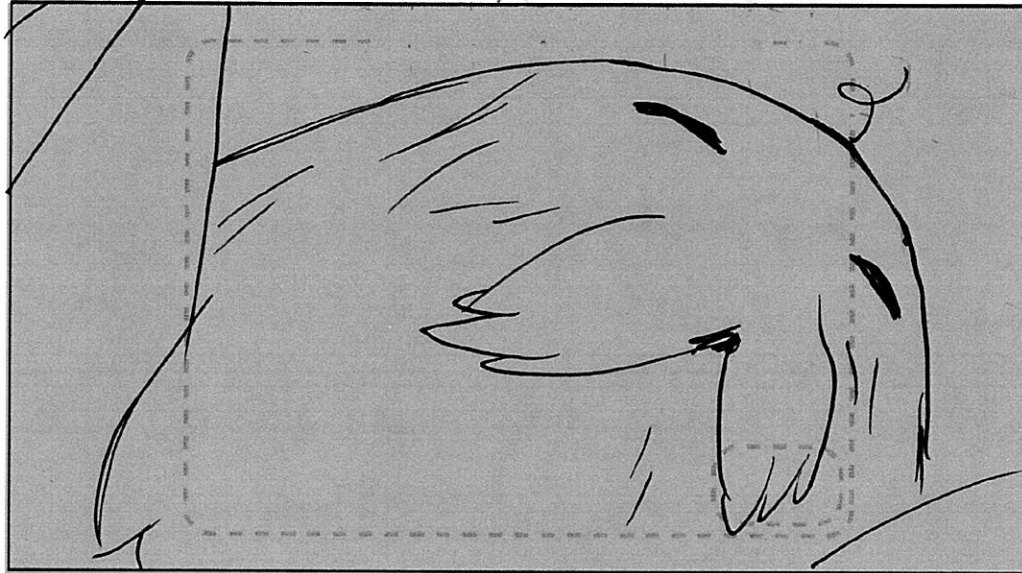
Production :

# ADVENTURE TIME

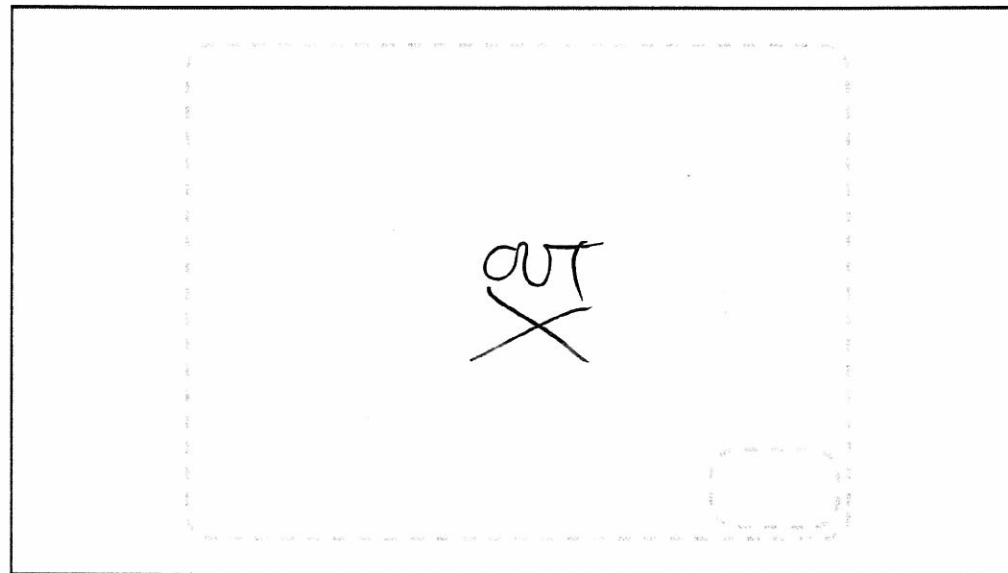


Page 224

Sc. 149 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(DAD) → my favorite arm  
\* cough cough \*

Action:

Timing:

EPISODE #

Production :

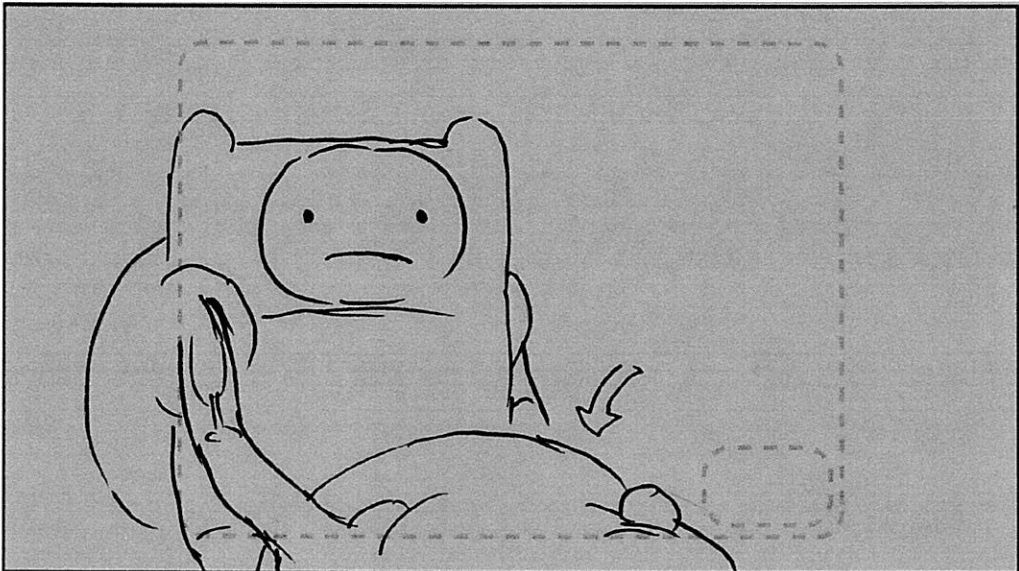
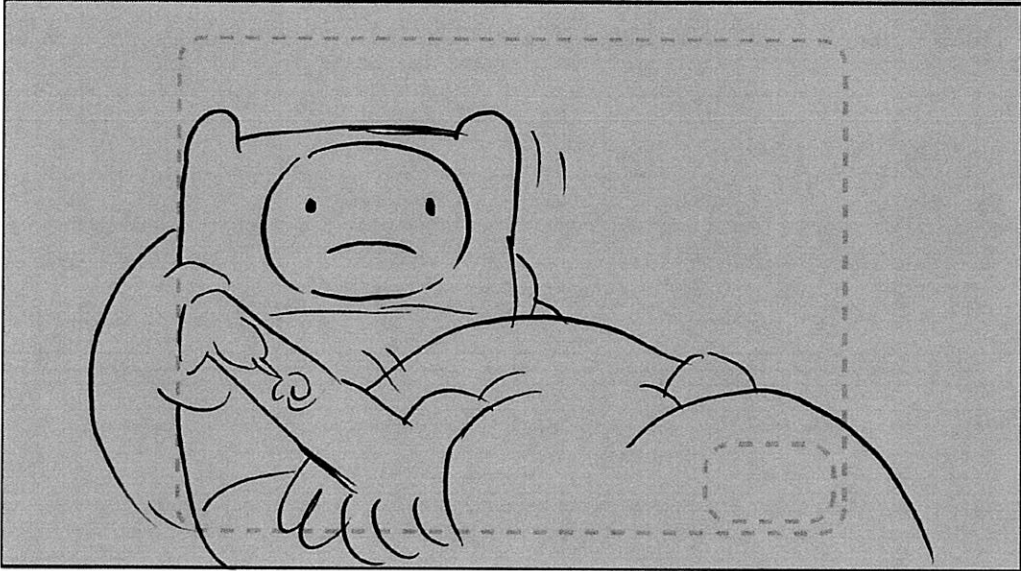
1025-168

ADVENTURE TIME



Sc. 150 Pnl. A Bg. day night

Sc. 150 Pnl. B Bg. day night



Dialog:	(DAD) (GS) → * coughing *	- BEAT -
Action:		
Timing:		

EPISODE #

1025-168

Production :



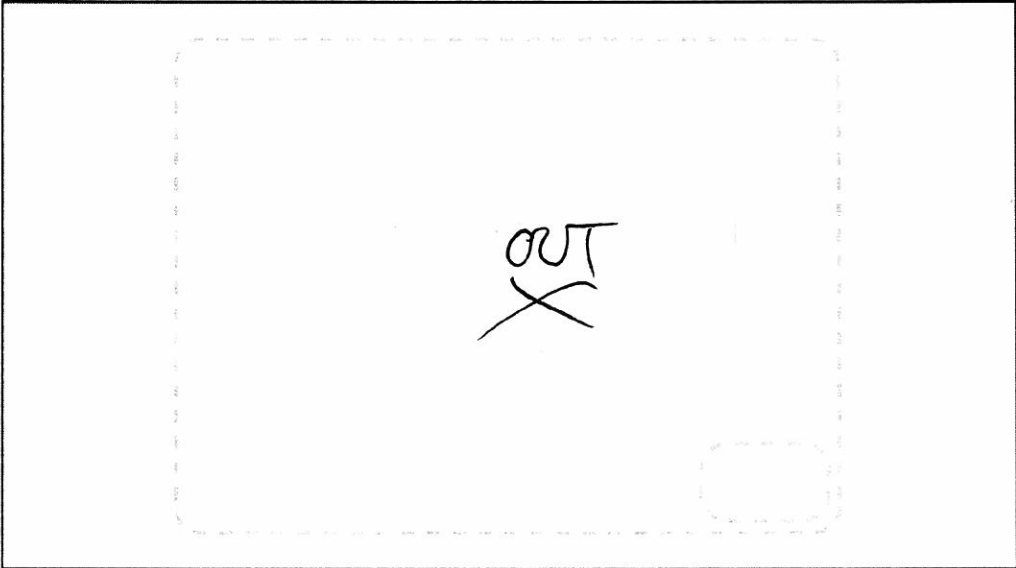
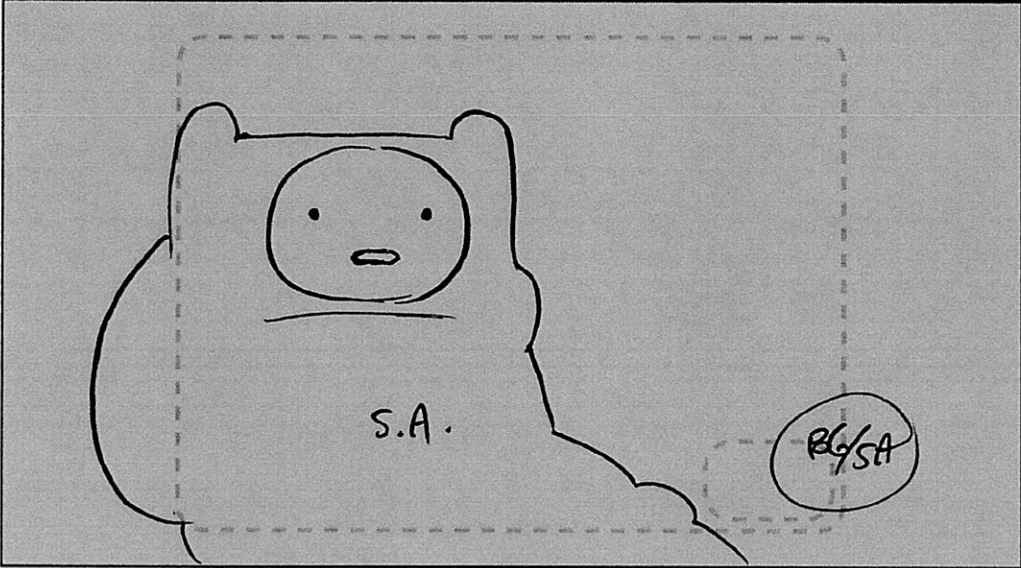
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ADVENTURE TIME



Sc. 150 Pnl. C Bg. day night

Sc. Pnl. Bg. day night



Dialog:	FINN: * sigh *
Action:	
Timing:	

EPISODE #

1025-168

Production :

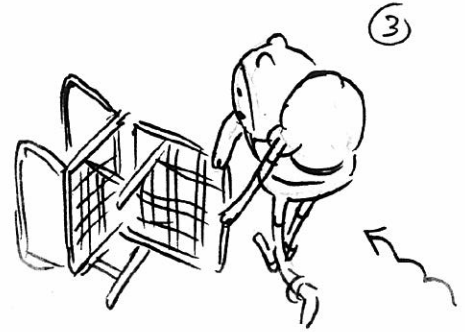
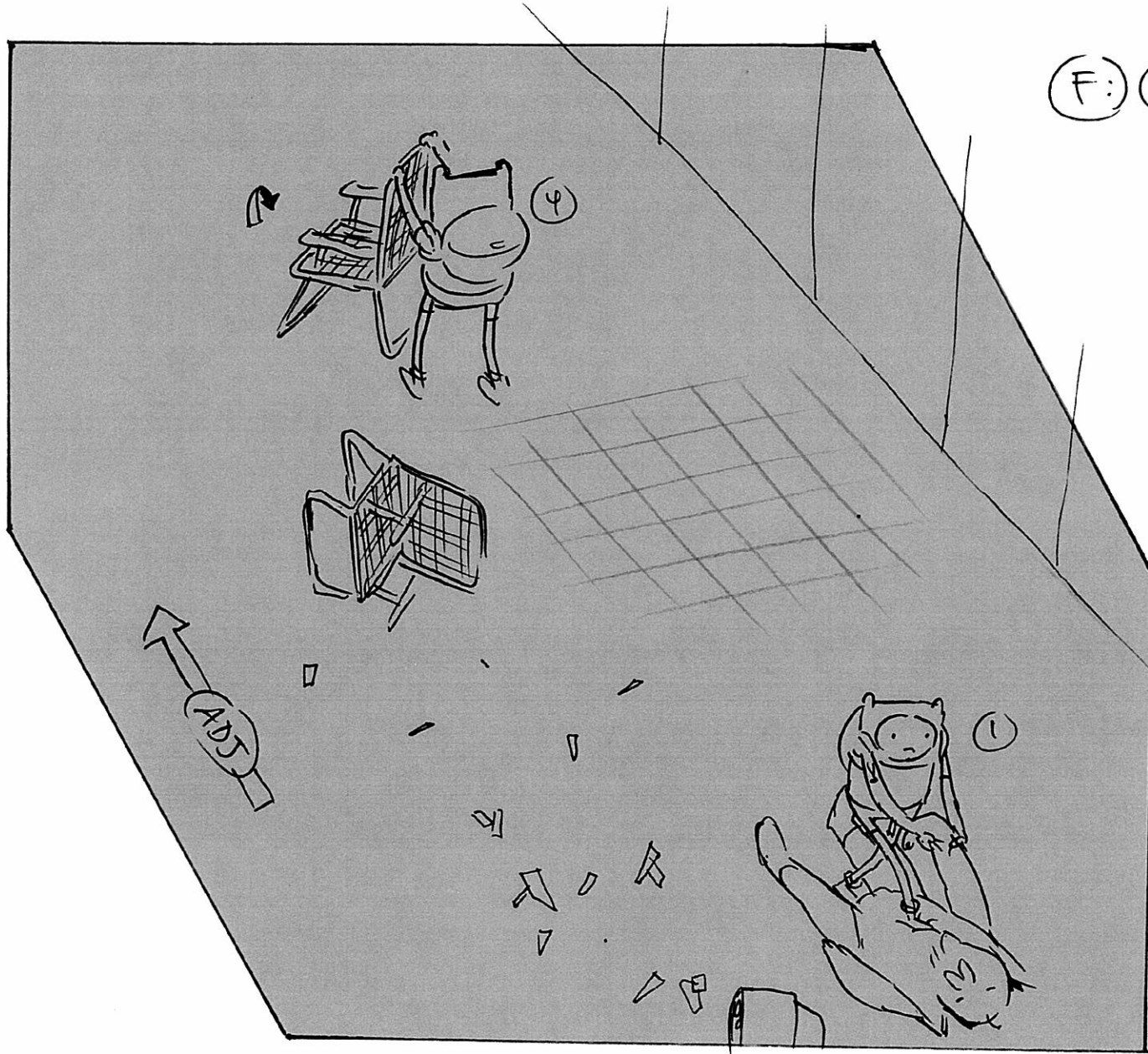
pg. 227  
sc. 151  
pnl. A

[illegible]

SC. 151

pr. A

1025-1688



ADVENTURE TIME



Sc. 152 Pnl. A Bg. day night

Sc. 152 Pnl. B Bg. day night



Dialog:	(F:) buts.	PRINCESS Bubblegum (OS:) Didn't help much did it?
Action:		
Timing:		

EPISODE #

Production :

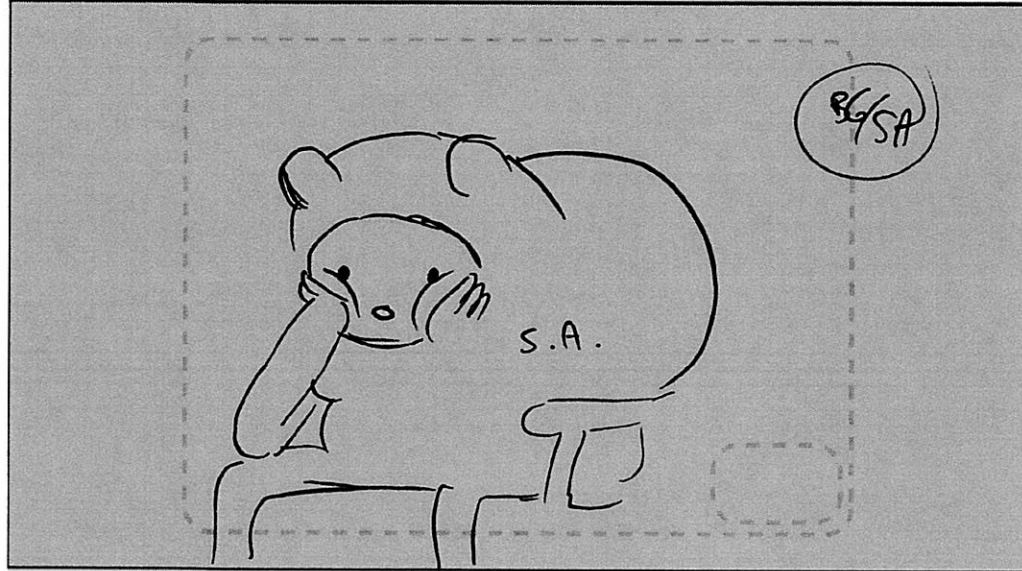
1025-168

# ADVENTURE TIME

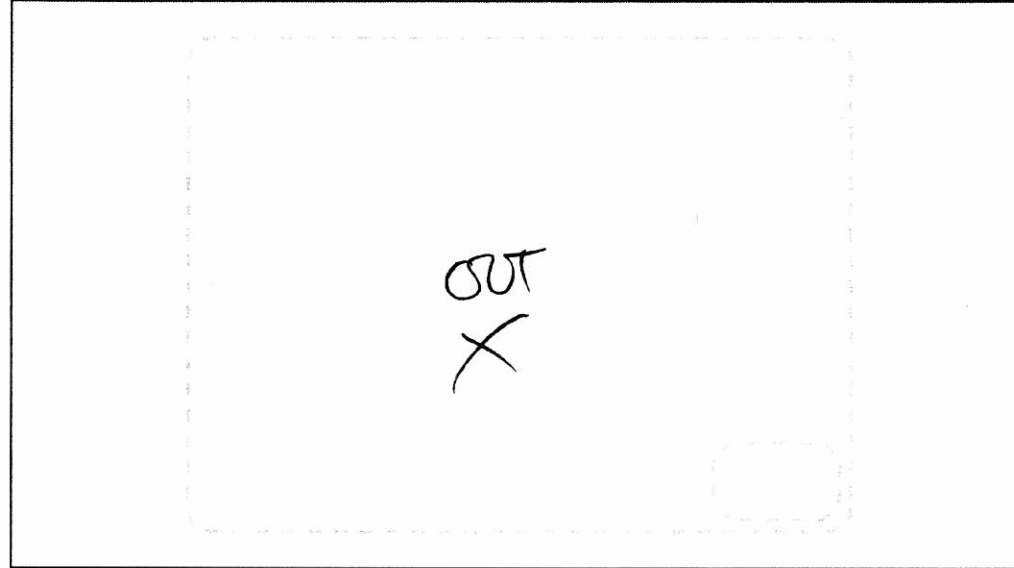


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Sc. 152 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) no.

Action:

Timing:

EPISODE #

Production :

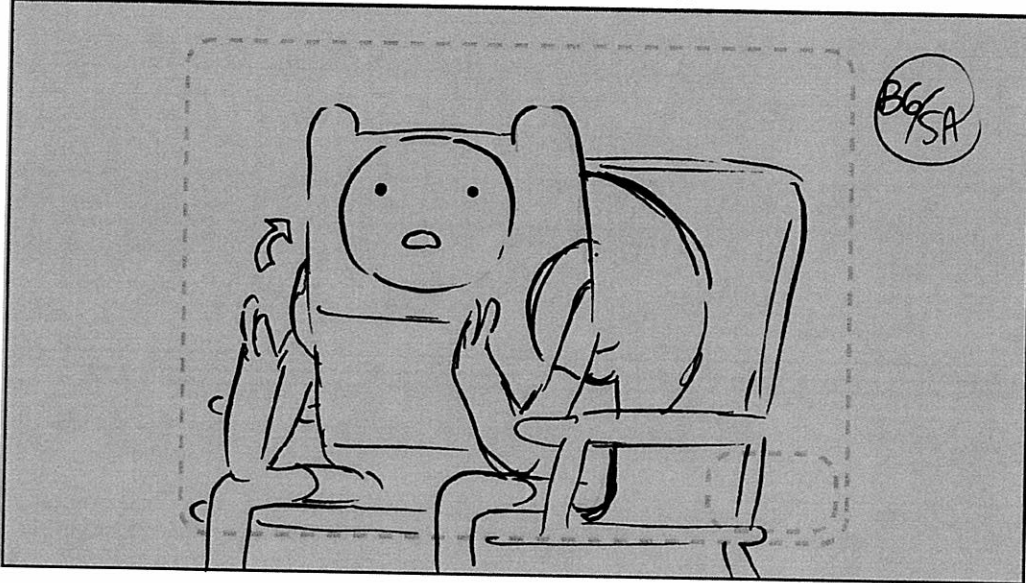
1025-168



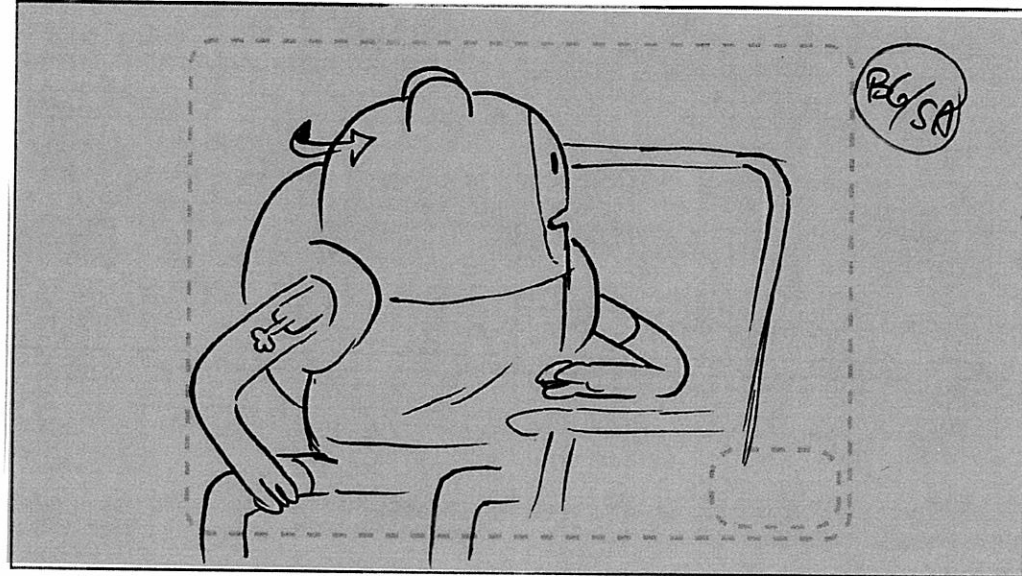
ADVENTURE TIME



Sc. 152 Pnl. D Bg. day night



Sc. 152 Pnl. E Bg. day night



Dialog:	(F:) wait -      →      what ?
Action:	
Timing:	

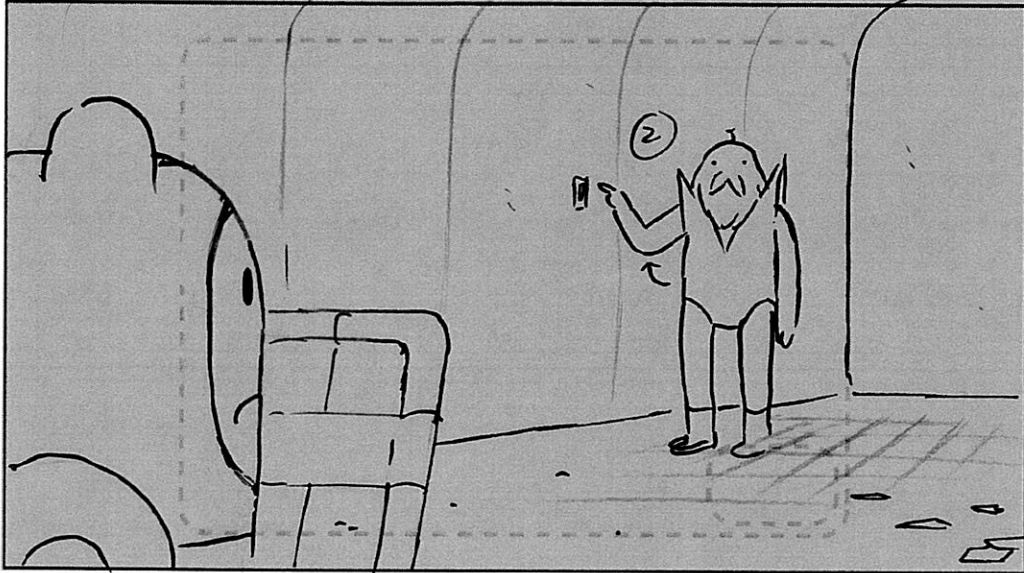
Production : EPISODE #

1025-168

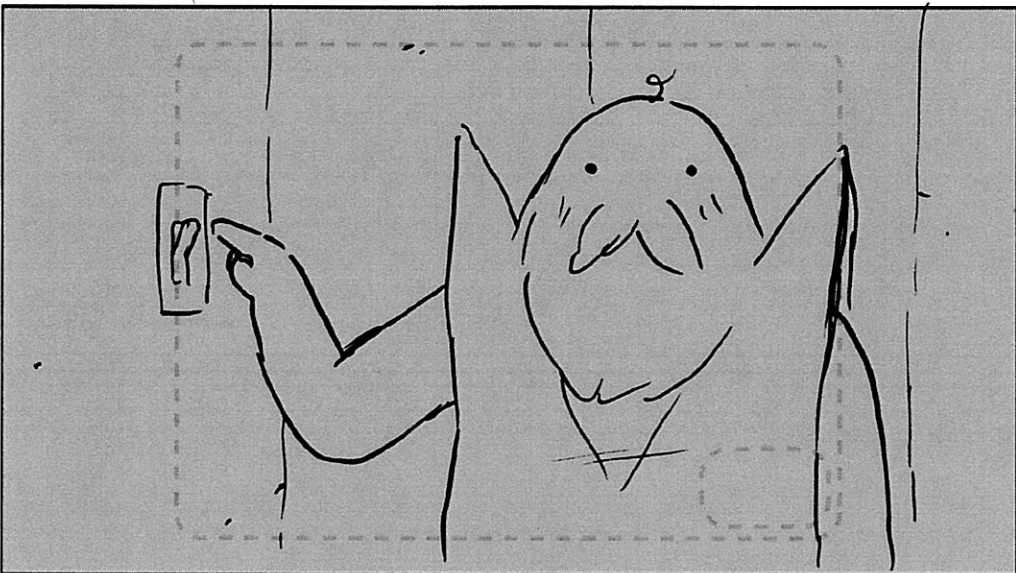
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 154 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE #

1025-168

Production :

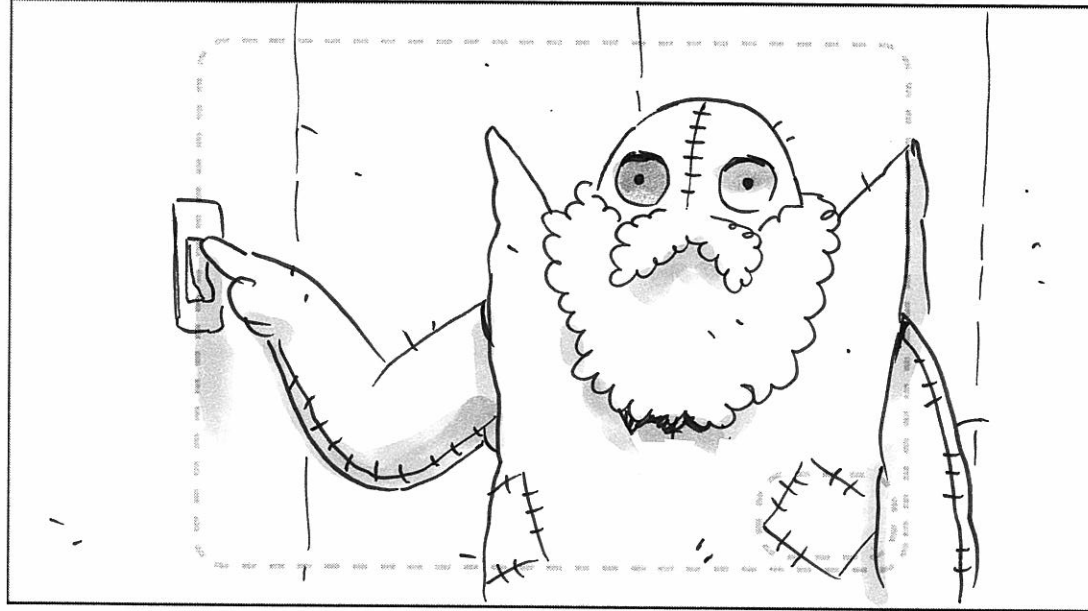


# ADVENTURE TIME

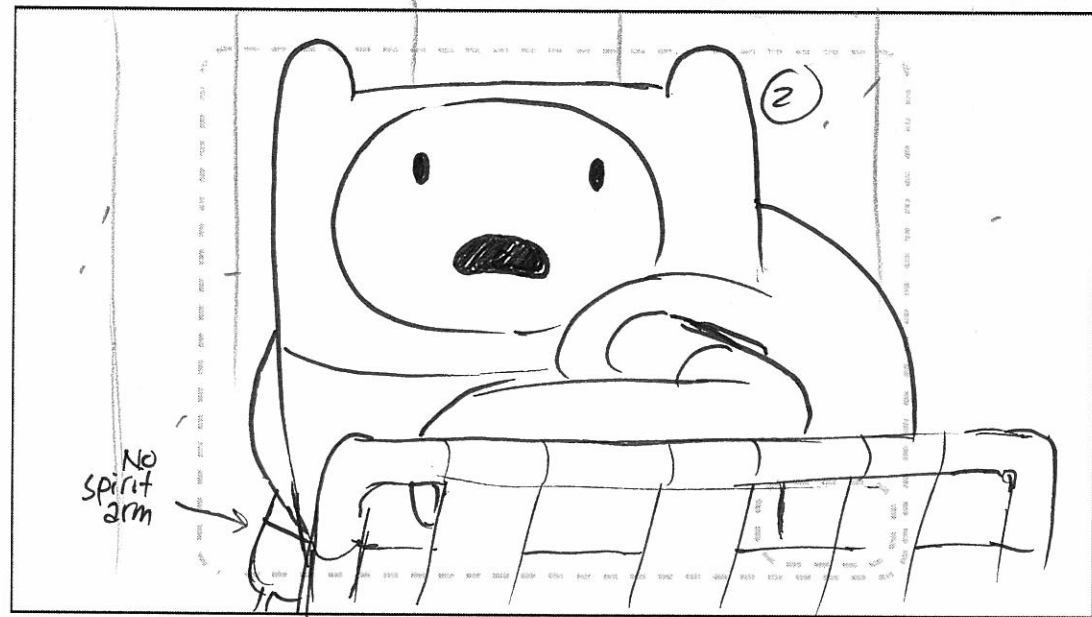



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Sc. 154 Pnl. B Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:	<p>SFX: click</p> <p>(PB:) Bong bong! (no mouth movement)</p>	
Action:	<p>- slowly opens mouth in amazement.</p>	
Timing:		

EPISODE # 1025-168

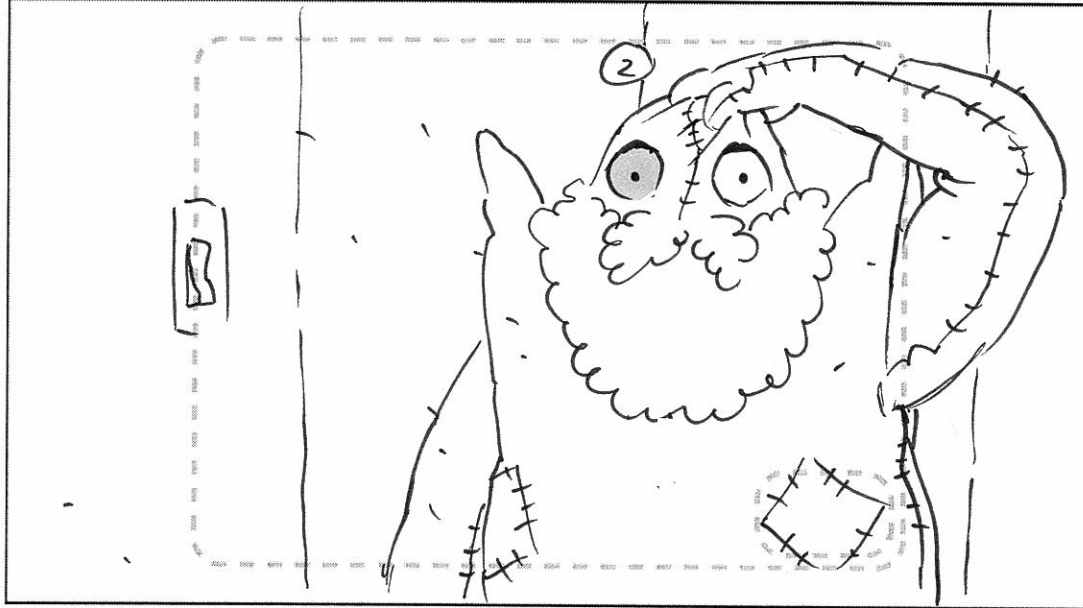
Production :

# ADVENTURE TIME

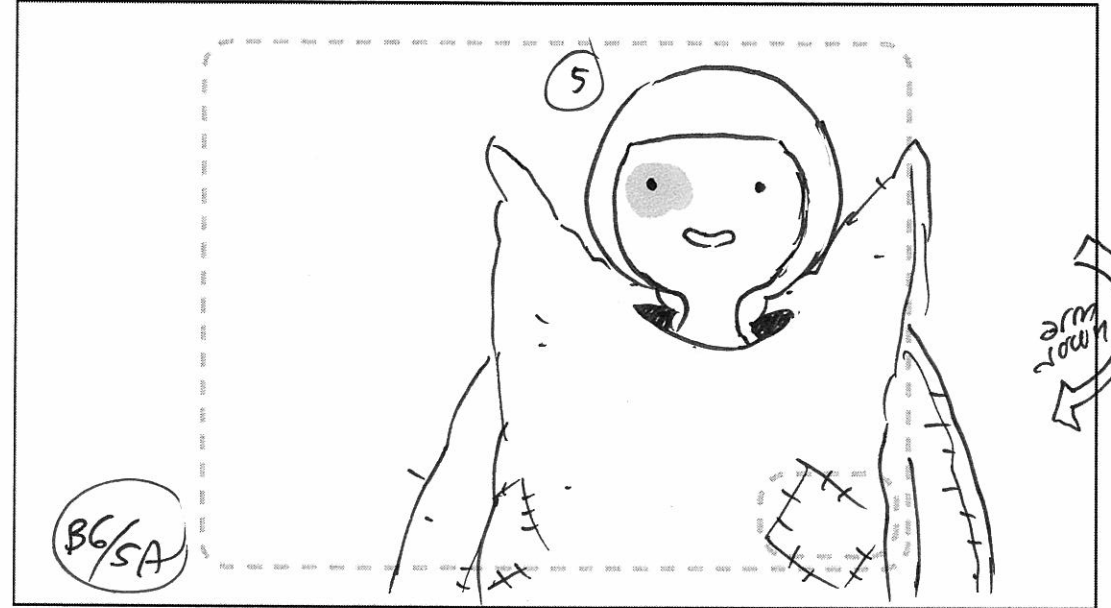


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Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(PB) Sorry buddy.



Production :

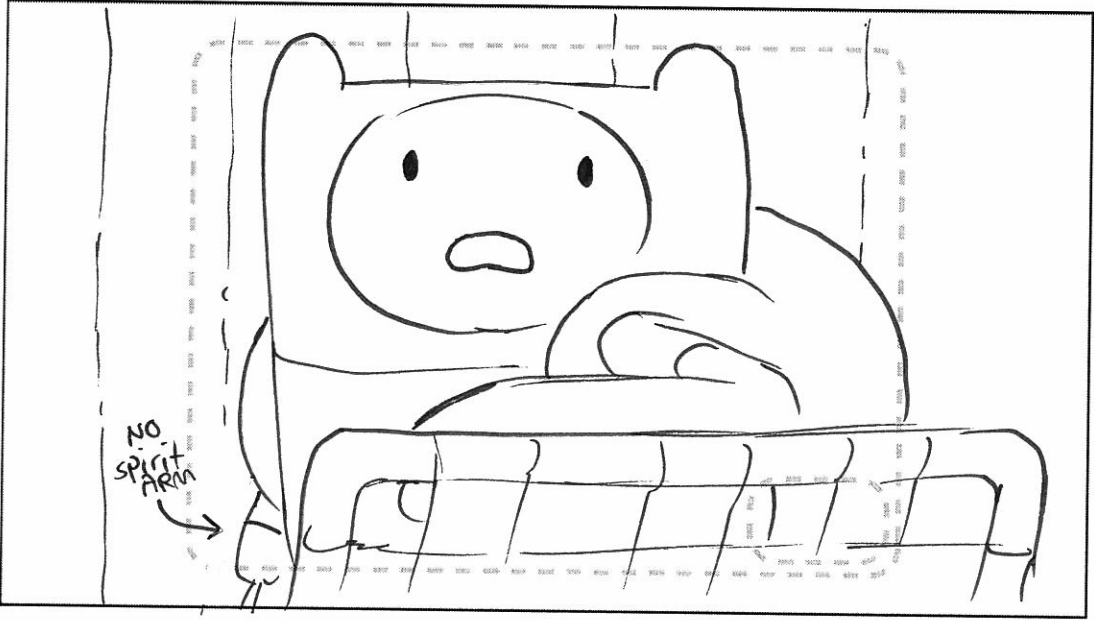
EPISODE #

1025-168

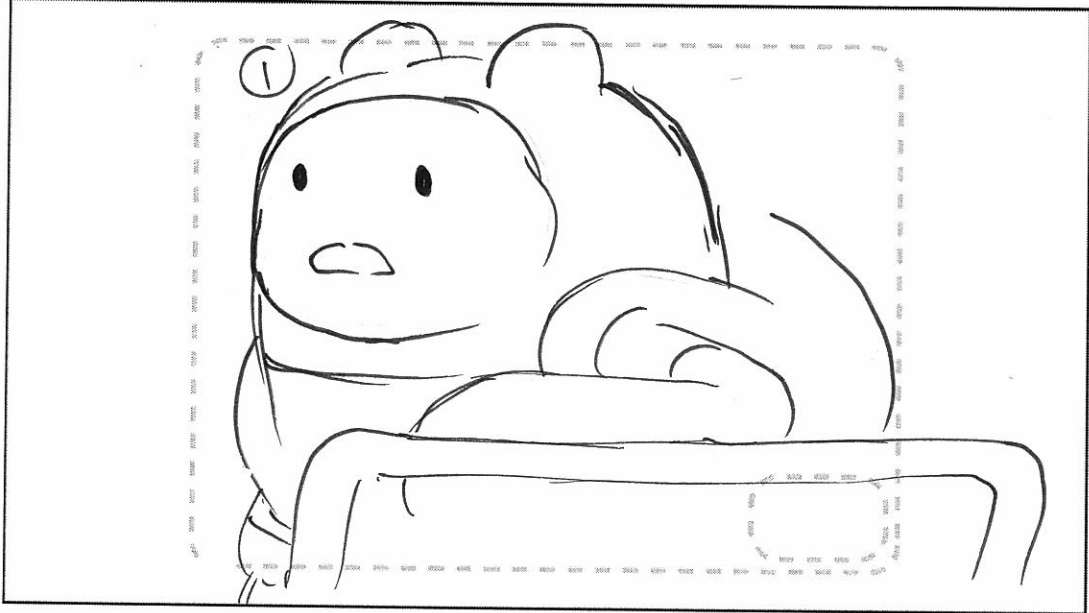
# ADVENTURE TIME



Sc. 157 Pnl. A Bg. day night



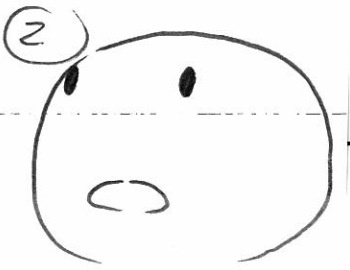
Sc. 157 Pnl. B Bg. day night



Dialog: (F:) PB? (F) ① wait - ② Where am I?

Action:

Timing:



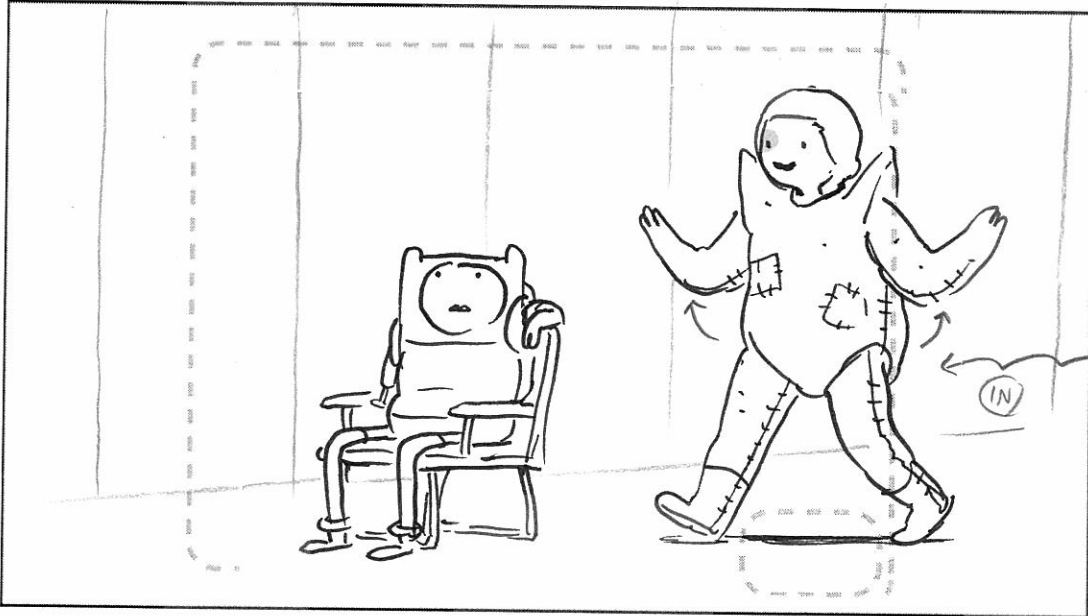
EPISODE # 1025-168

Production

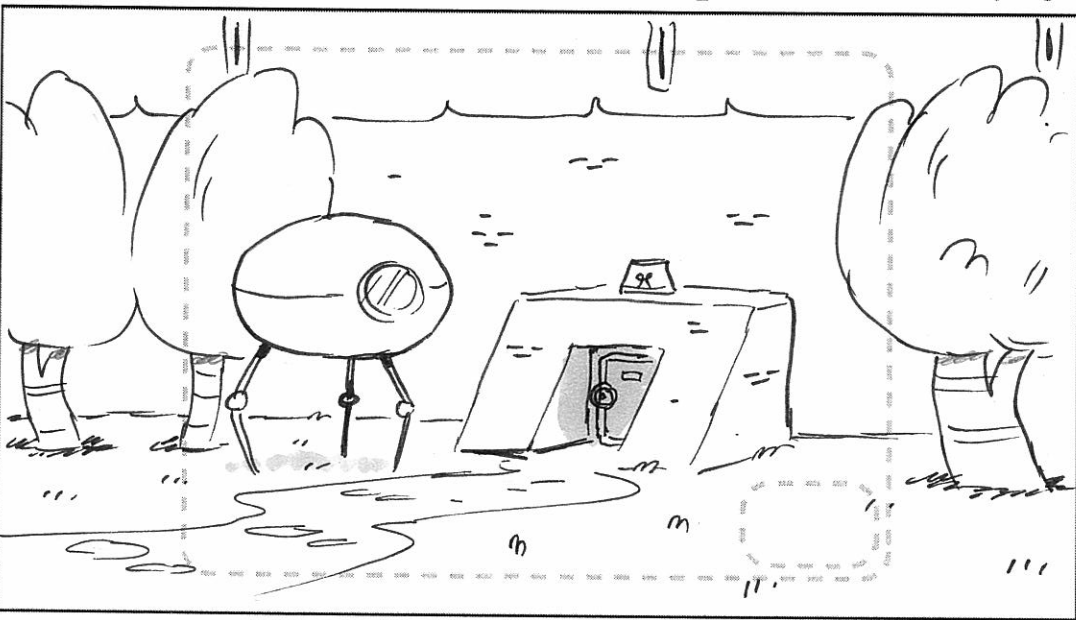
ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



Sc. 159 Pnl. A Bg. day night



Dialog: (PB) we're in the Candy Kingdom fallout shelter.

Action:

Timing:



(PB) (OS) I brought you here after you passed out on the tower.

Empty space for additional notes or dialogue.

EPISODE #

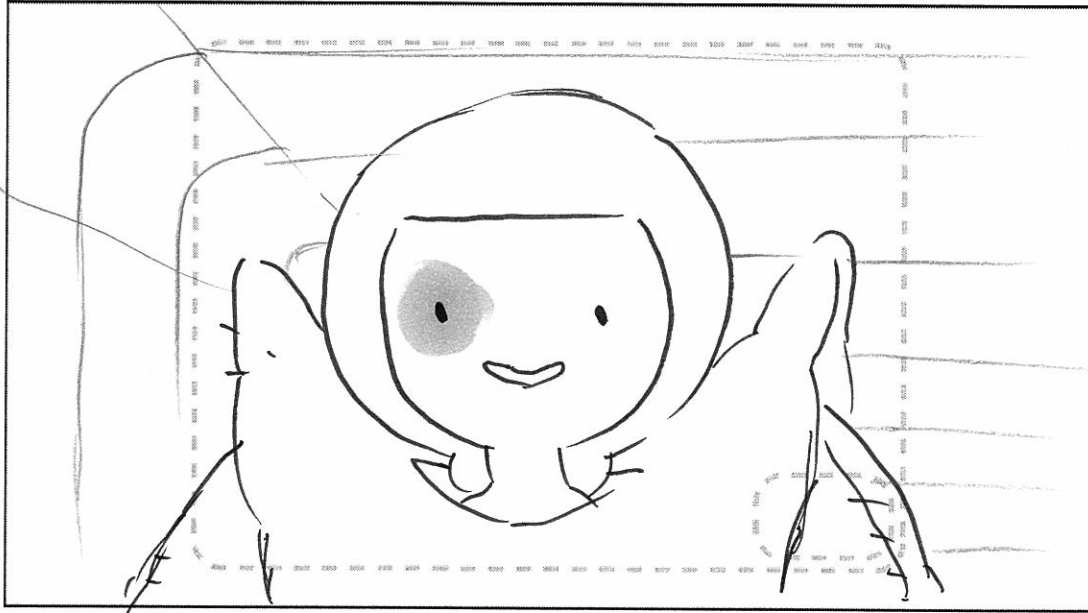
1025-168

Production :

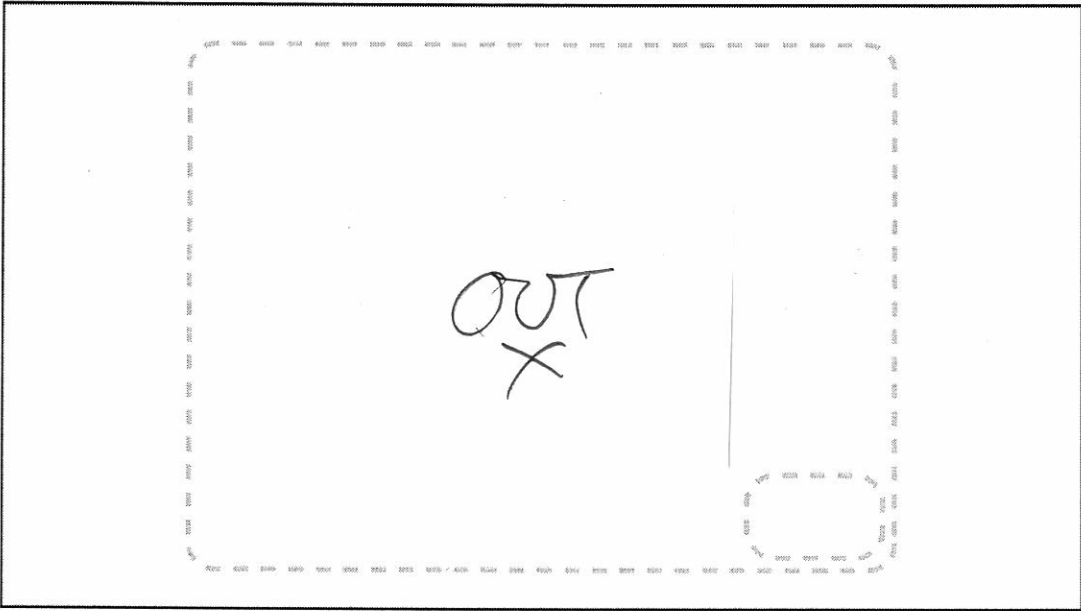
ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (PB) You were hallucinating like crazy, so it was really easy to trick you.

Action:

Timing:

EPISODE #

1025-168

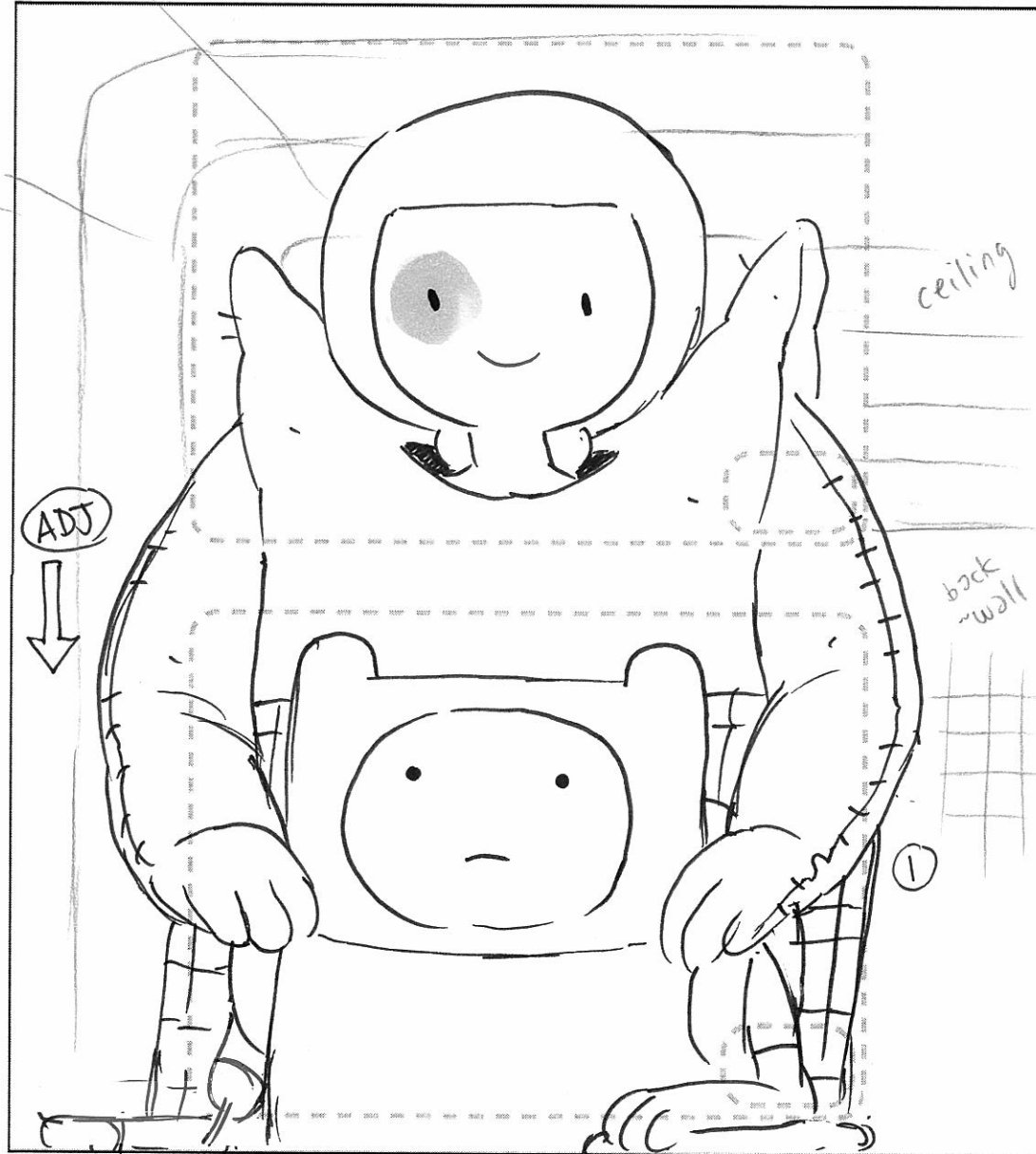
Production :

# ADVENTURE TIME



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Sc. 160 Pnl. B Bg. day night



Dialog:	<u>PB</u> <u>OS</u> Sorry about that. <sup>2</sup> I figured you'd think me later, after you learned your lesson.
Action:	① Adjust to Finn ② PB continues speaking
Timing:	

EPISODE #

1025-168

Production :

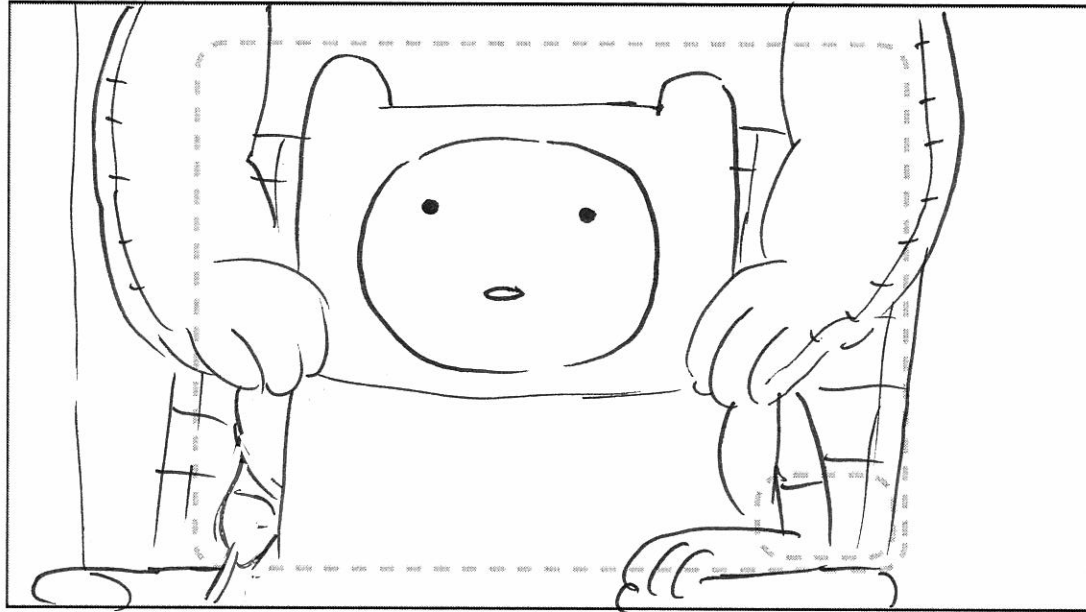


# ADVENTURE TIME

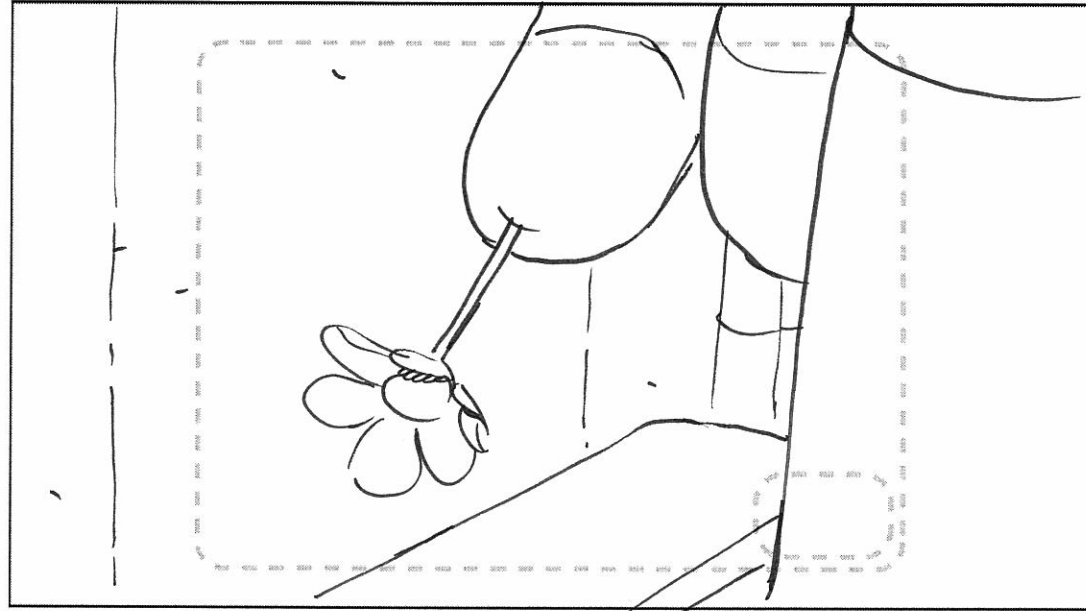


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Sc. 160 Pnl. C Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:

(F:) right, right...

(PB) (OS) and look, the arm is gone too.

Action:

Timing:

EPISODE #

1025-168

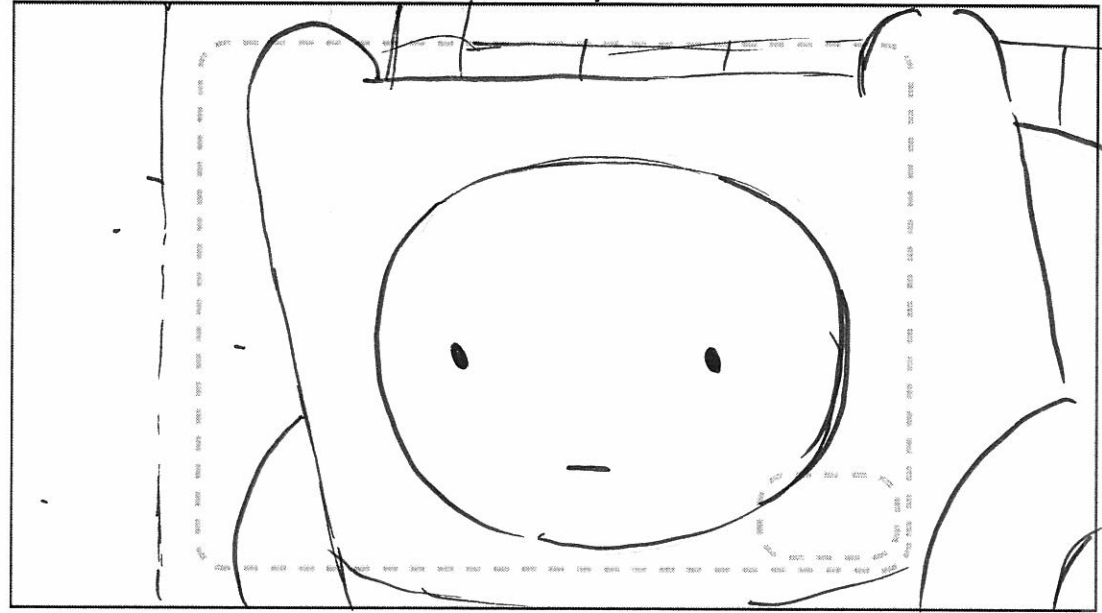
Production :

# ADVENTURE TIME

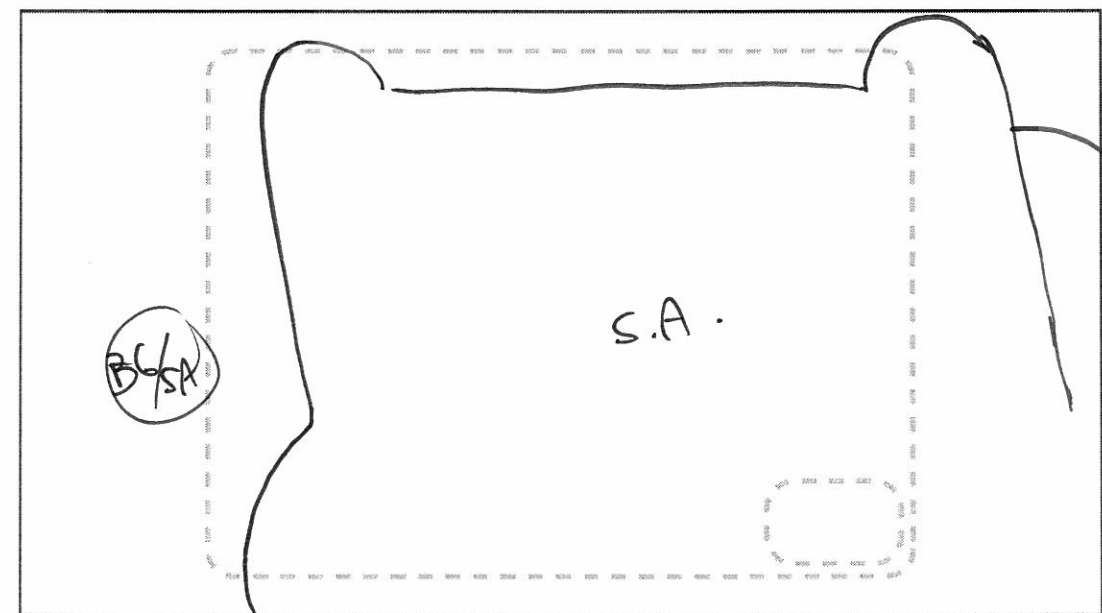


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Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:	<u>PB: OS see?</u>	<u>-BEAT-</u>
Action:		
Timing:		

EPISODE #

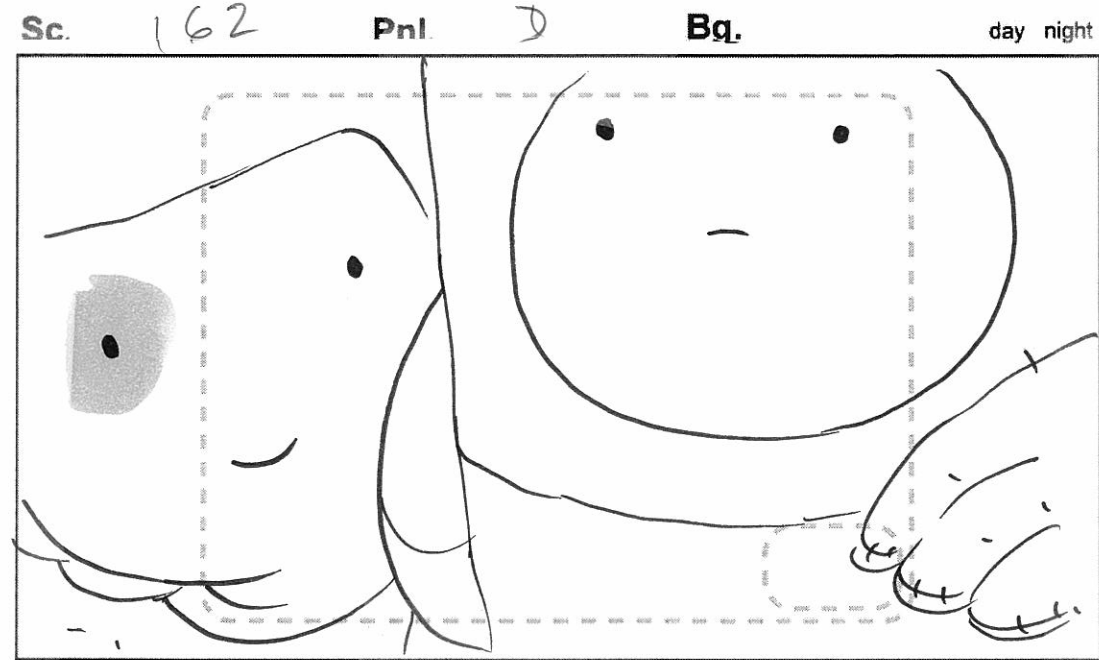
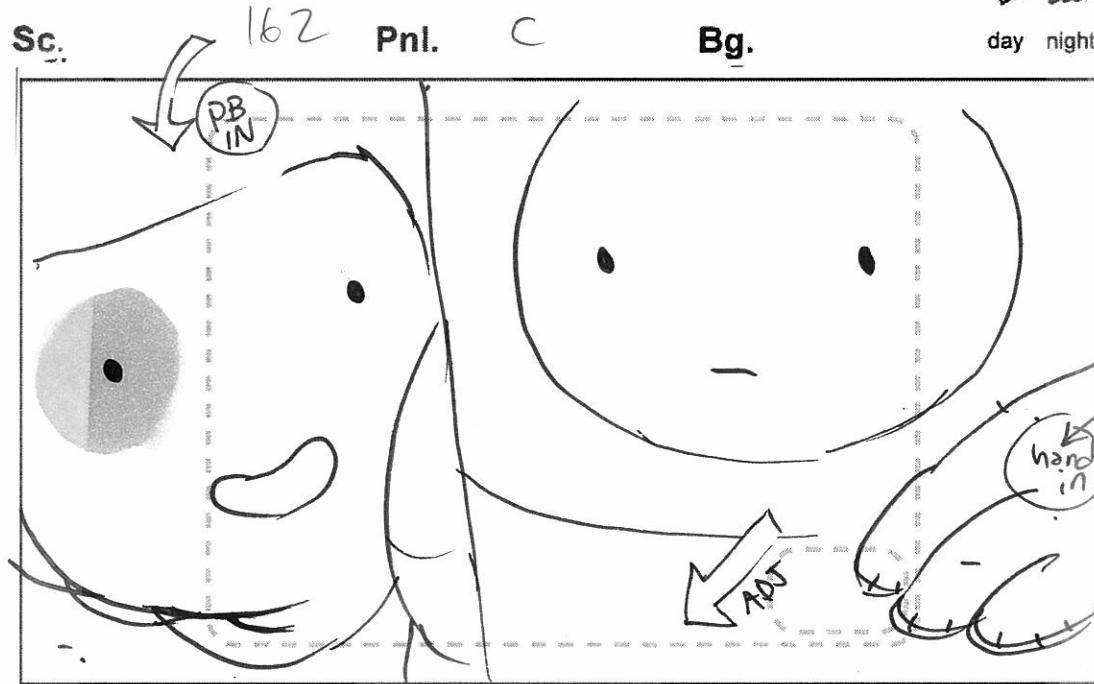
Production :

1025-168

# ADVENTURE TIME



Page 240



Dialog:

(PB) So... whattaya think?

Action:

Timing:

EPISODE #

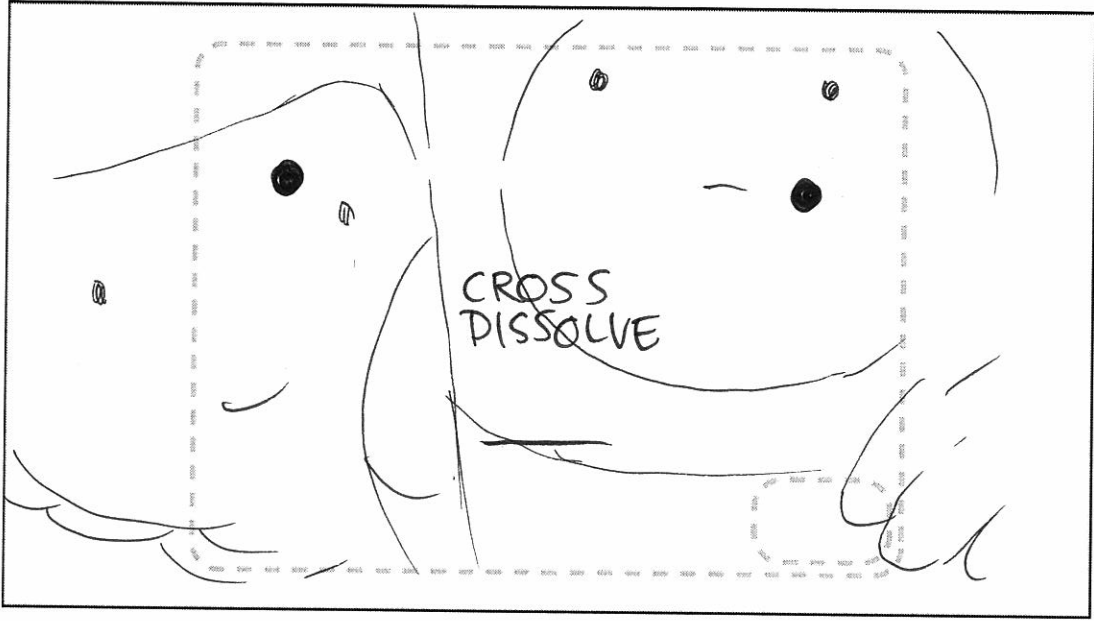
1025-168

Production :

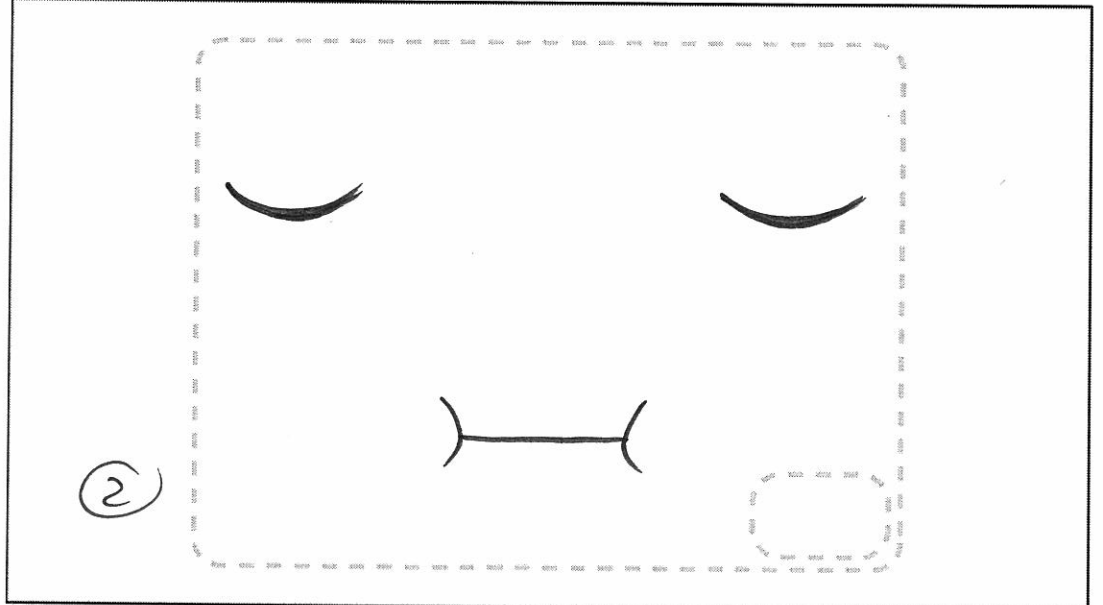
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 163 Pnl. A Bg. day night



Dialog:	(F:) mmm...
Action:	
Timing:	

EPISODE #

1025-168

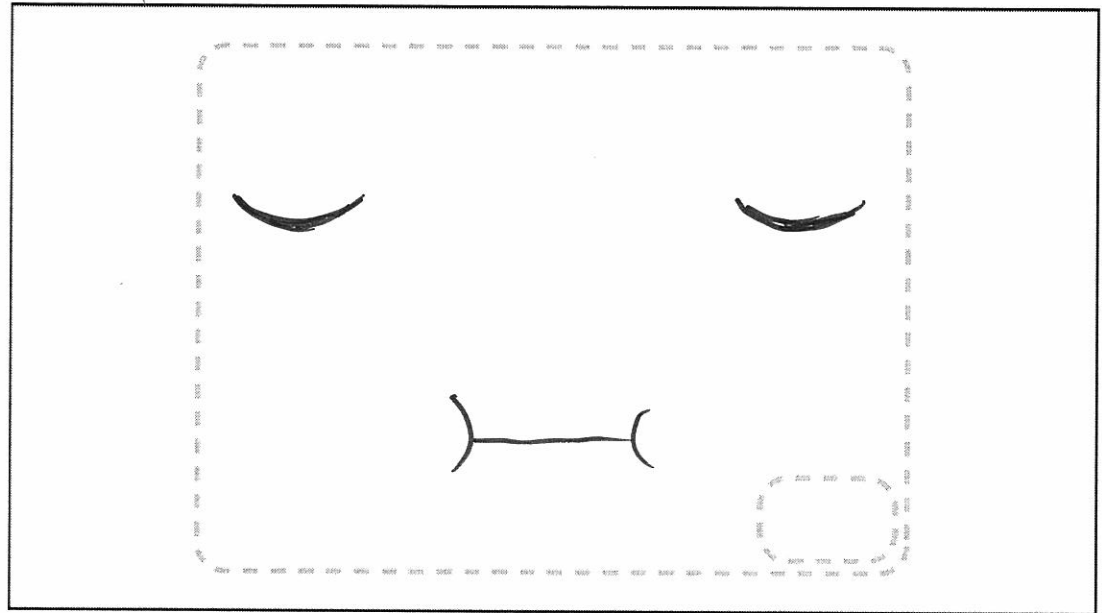
Production :

# ADVENTURE TIME

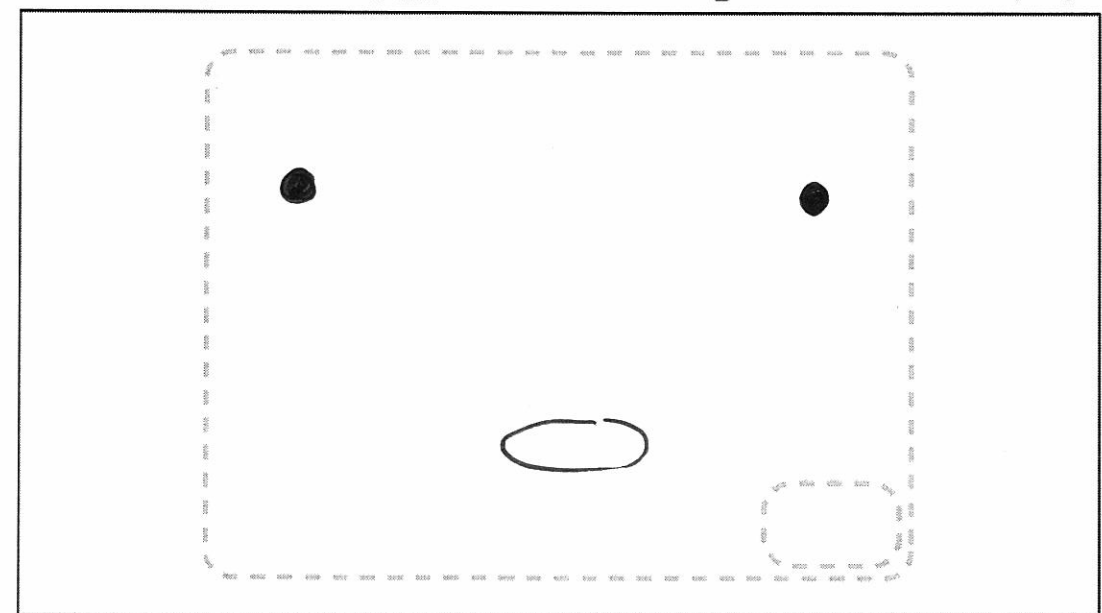


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Sc. 163 Pnl. B Bg. day night



Sc. 163 Pnl. C Bg. day night



Dialog:	* BEAT *	(F:) yeah okay.
Action:		
Timing:		

EPISODE #

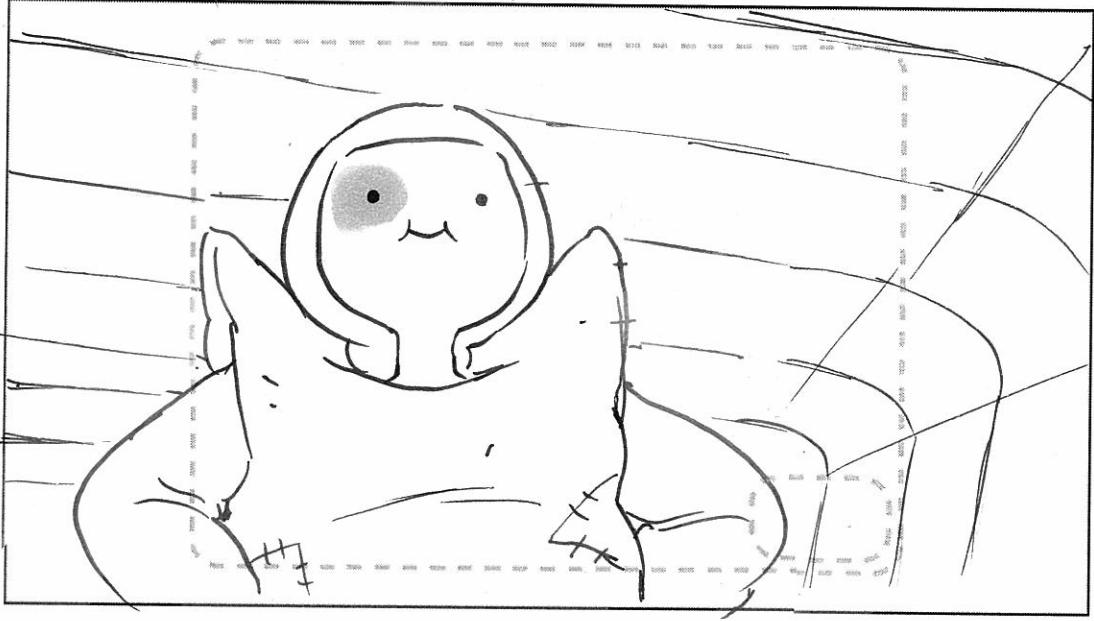
Production :

1025-168

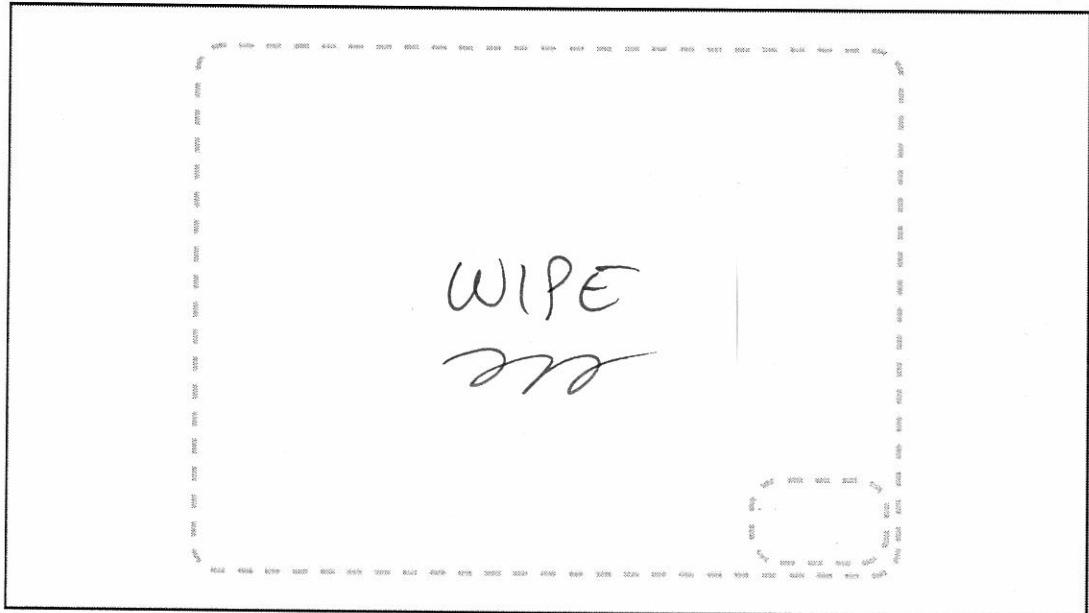
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(F:OS) thanks Princess.
Action:
Timing:

EPISODE #

1025-168

Production :

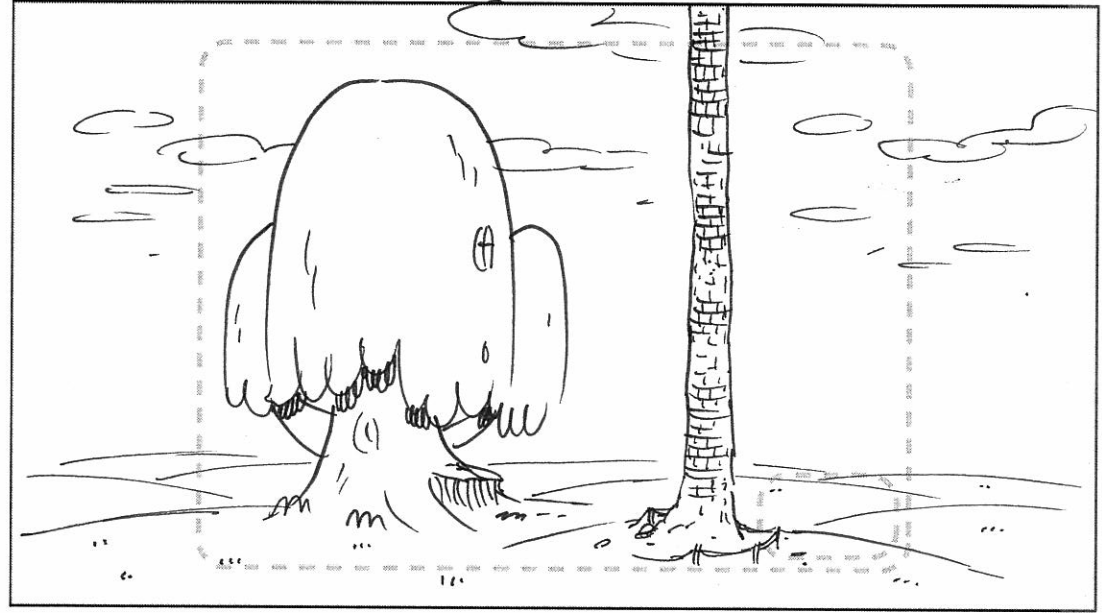


# ADVENTURE TIME

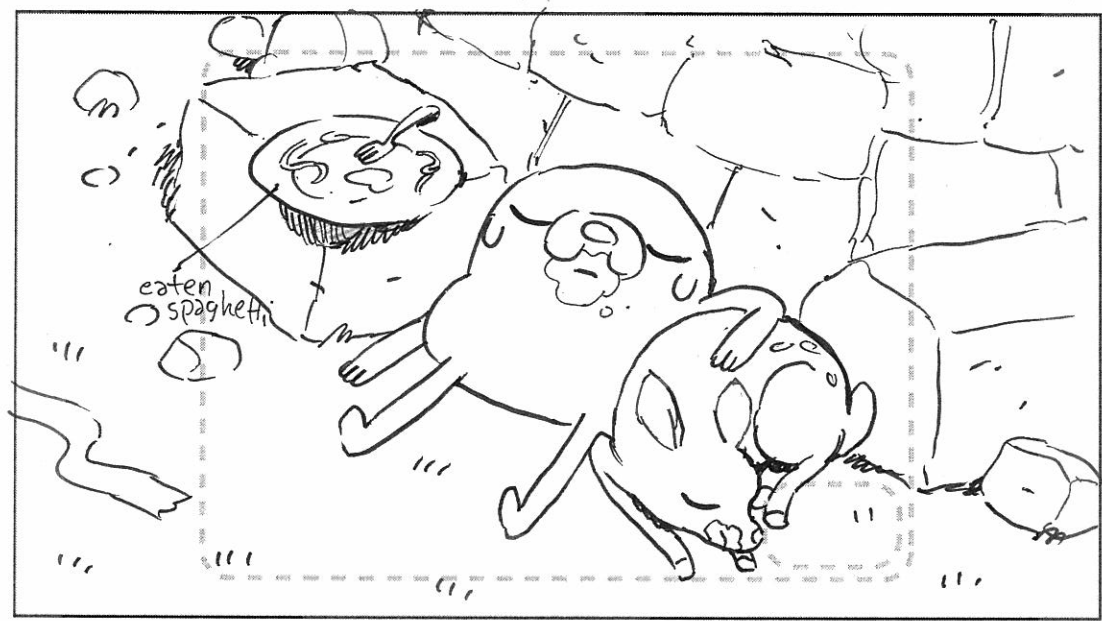


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Sc. 165 Pnl. A Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:	<p><u>(JOS) * snoring *</u></p> <p><u>→ * snoring *</u></p>
Action:	<p><u>Jake + deer have sauce on their mouths.</u></p>
Timing:	

Production : EPISODE #

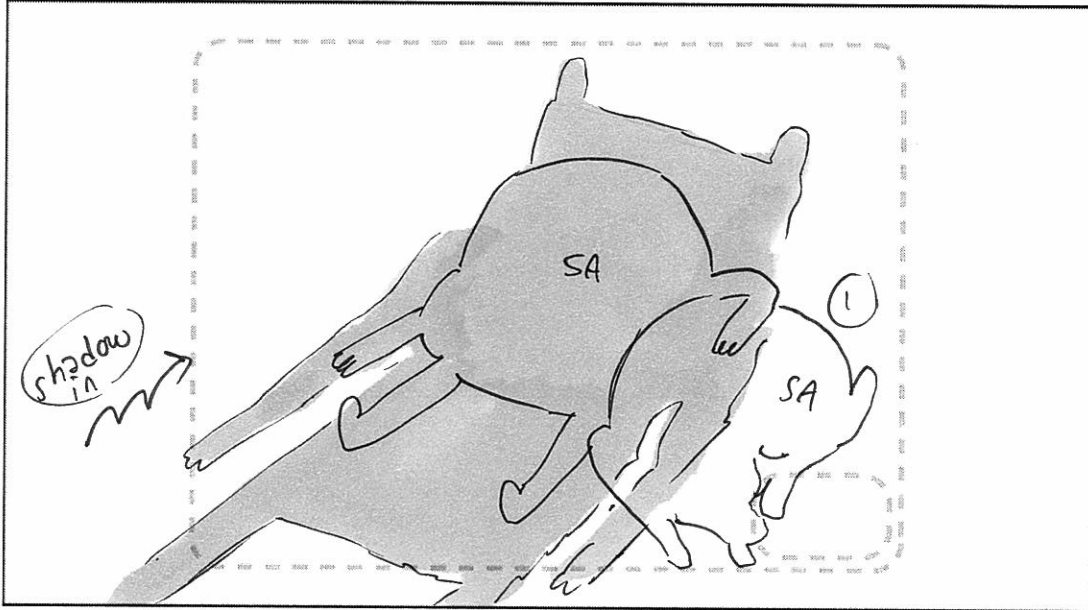
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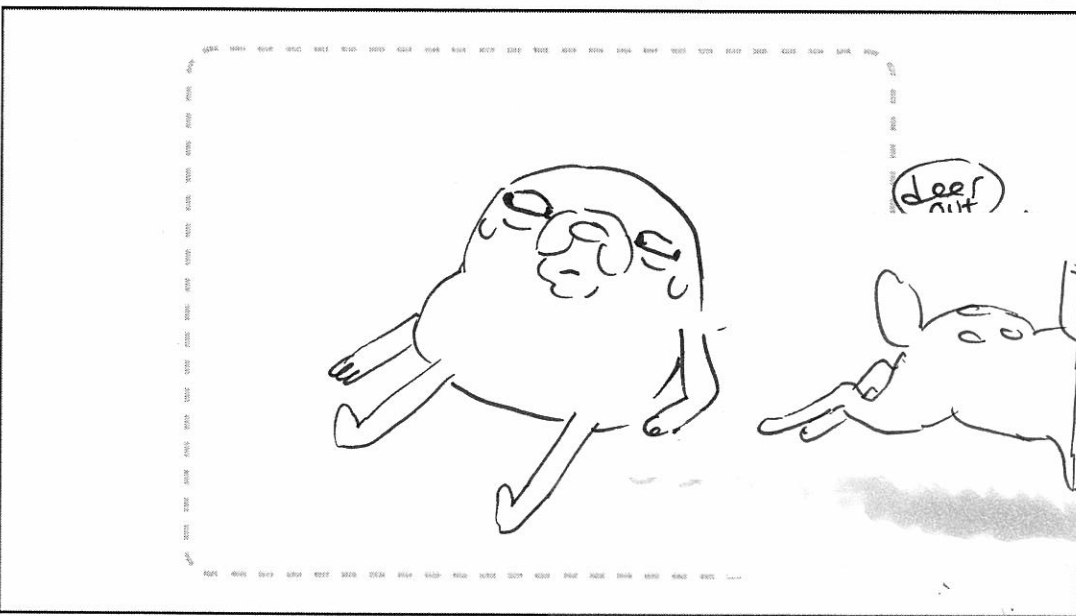
ADVENTURE TIME



Sc. 166 Pnl. B Bg. day night



Sc. 166 Pnl. C Bg. day night



Dialog:

Action:

② ③

- Deer recognizes Finn and flees in terror.  
- Jake's arm drops, waking him.

Timing:

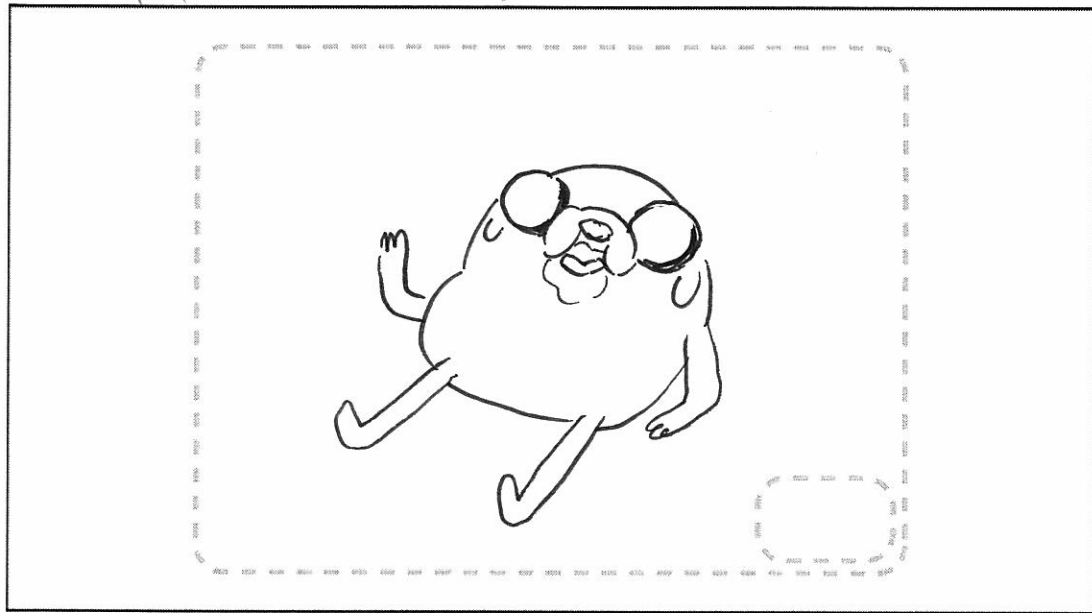
Production :

1025-168

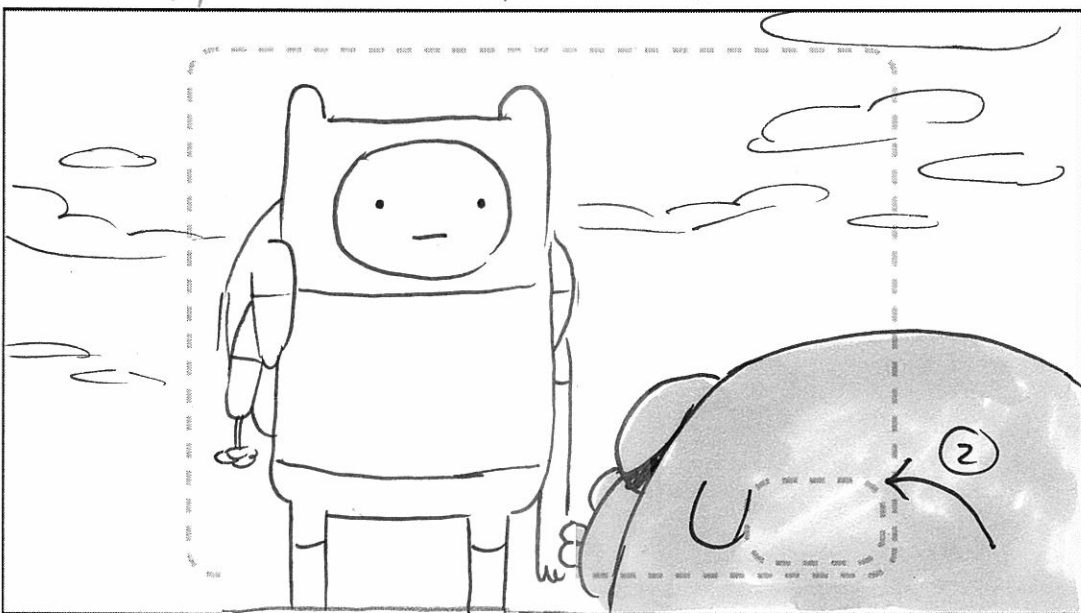
ADVENTURE TIME



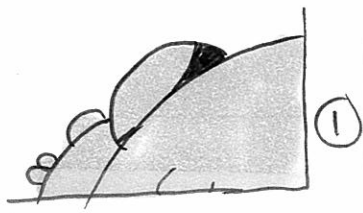
Sc. 166 Pnl. D Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:	(J:) Oh- hey buddy, you're back.	(J:) How you feelin'?
Action:		
Timing:		



EPISODE #

1025-168

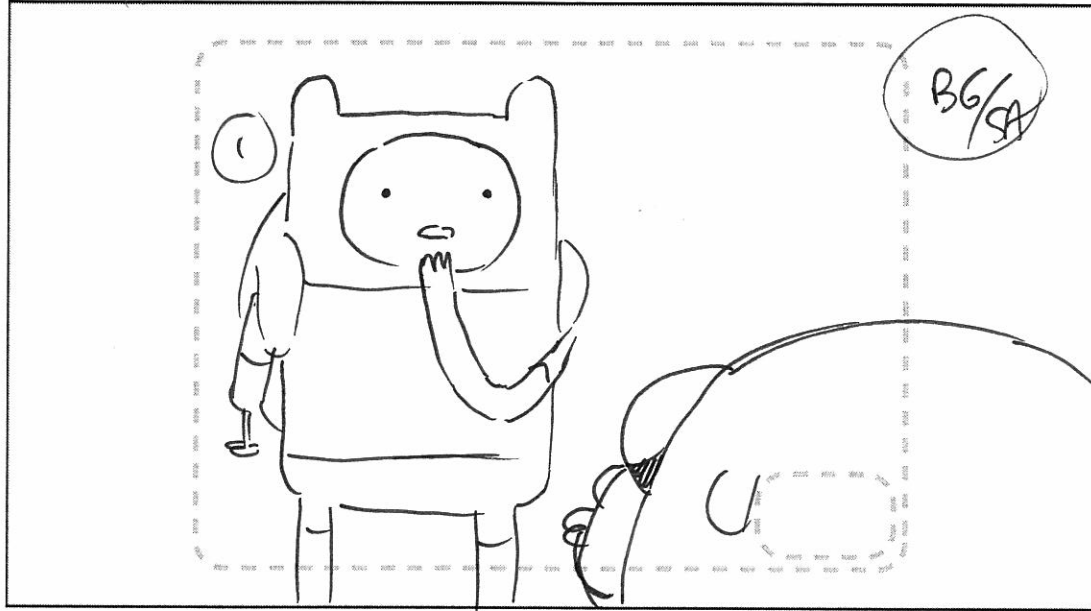
Production :

# ADVENTURE TIME

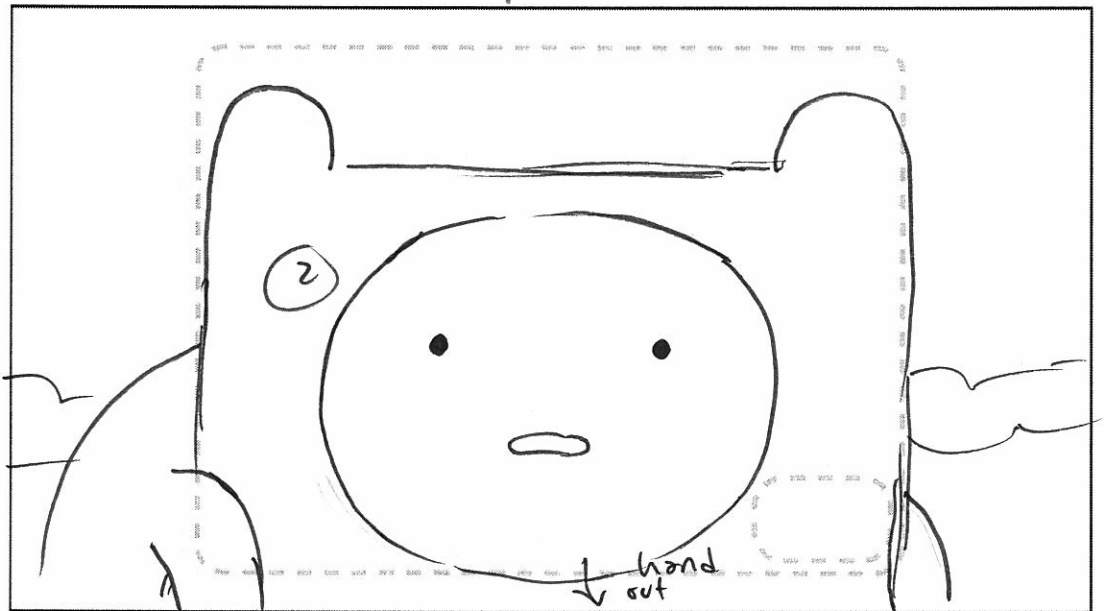


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Sc. 167 Pnl. B Bg. day night



Sc. 168 Pnl. A Bg. day night

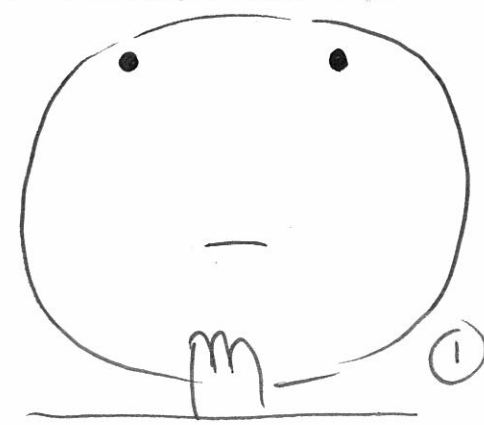


Dialog: (F) (1) um...  
(2) neutral I guess.

(F) (2): I don't wanna punch  
my dad anymore.

Action:

Timing:



EPISODE #

Production :

1025-168

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(J) You can always  $\rightarrow$   
(OS)

Two drawings of a cartoon character with glasses and a mustache, labeled 1 and 2, showing different poses.

**EPISODE #**

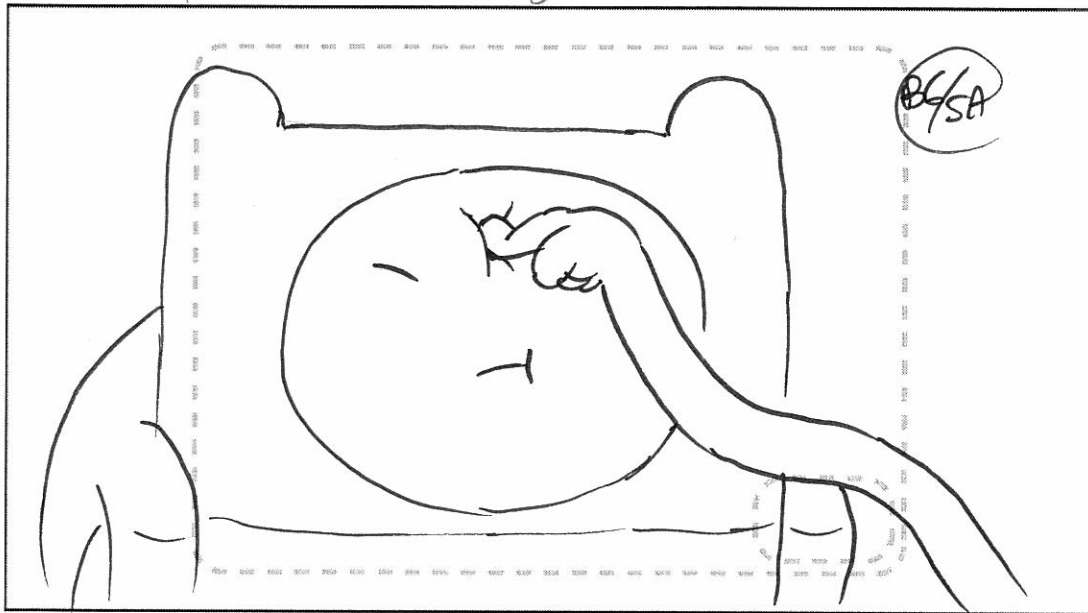
Production :

1025-168

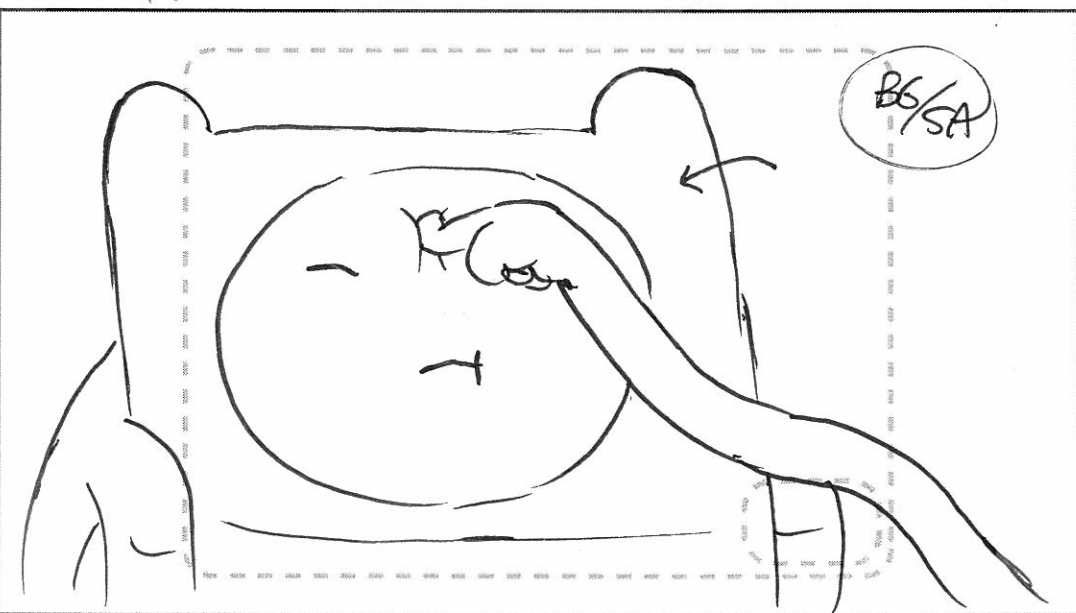
ADVENTURE TIME



Sc. 170 Pnl. B Bg. day night



Sc. 170 Pnl. C Bg. day night



Dialog:	→ trust the ol' melon-head to get you through.
Action:	
Timing:	

EPISODE #

Production :

1025-168

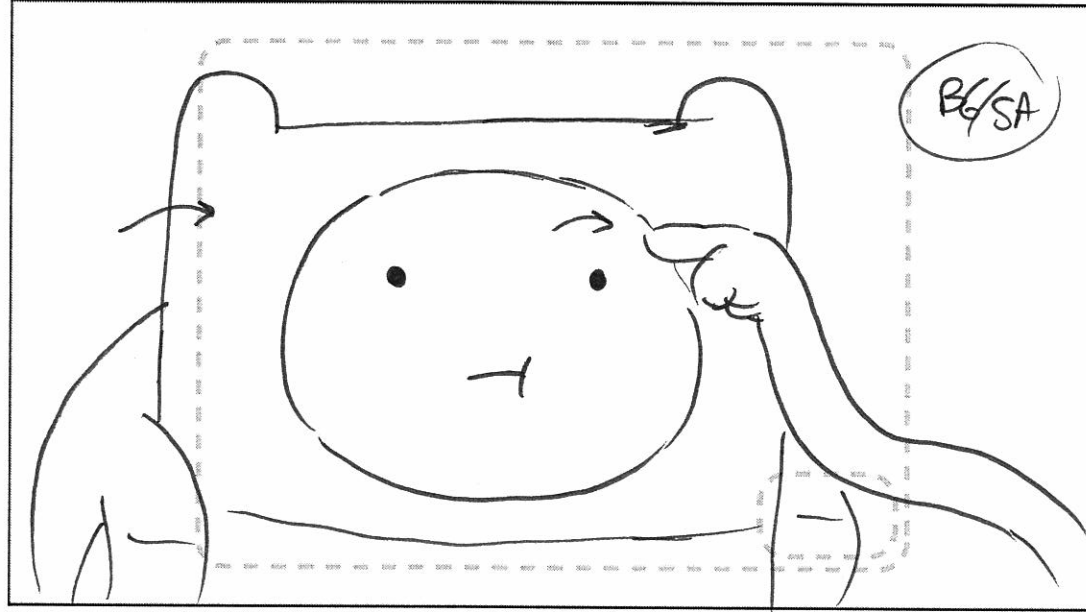


# ADVENTURE TIME

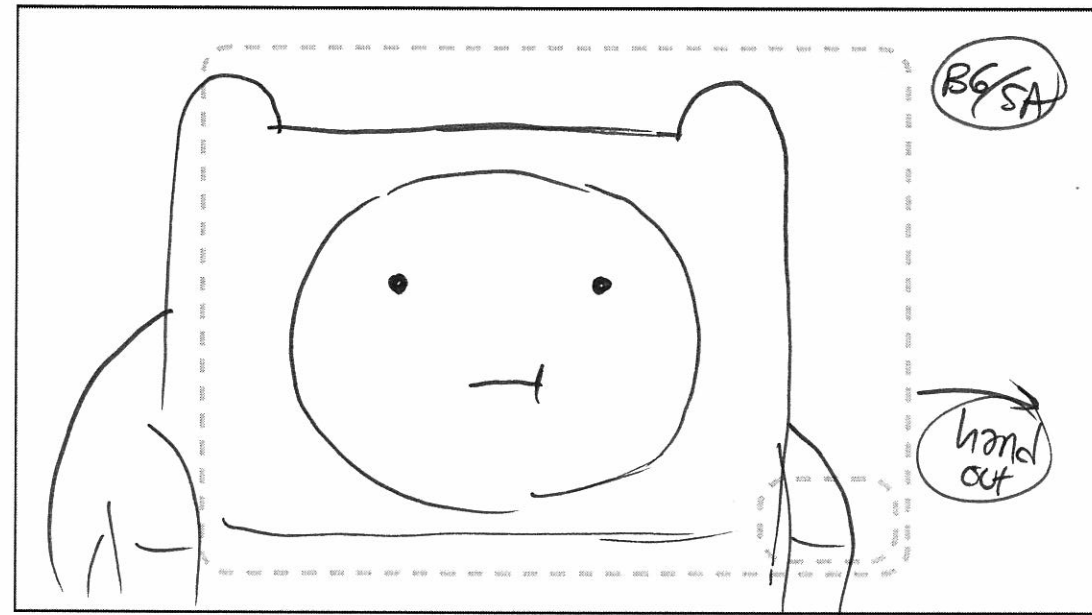


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Sc. 170 Pnl. D Bg. day night



Sc. 170 Pnl. E Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

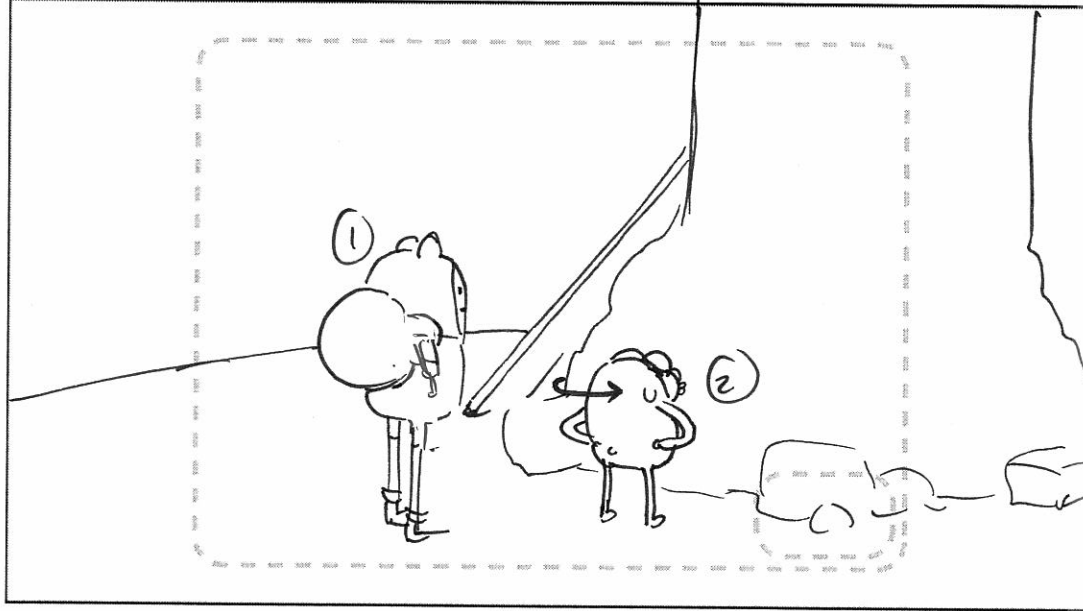
1025-168

# ADVENTURE TIME

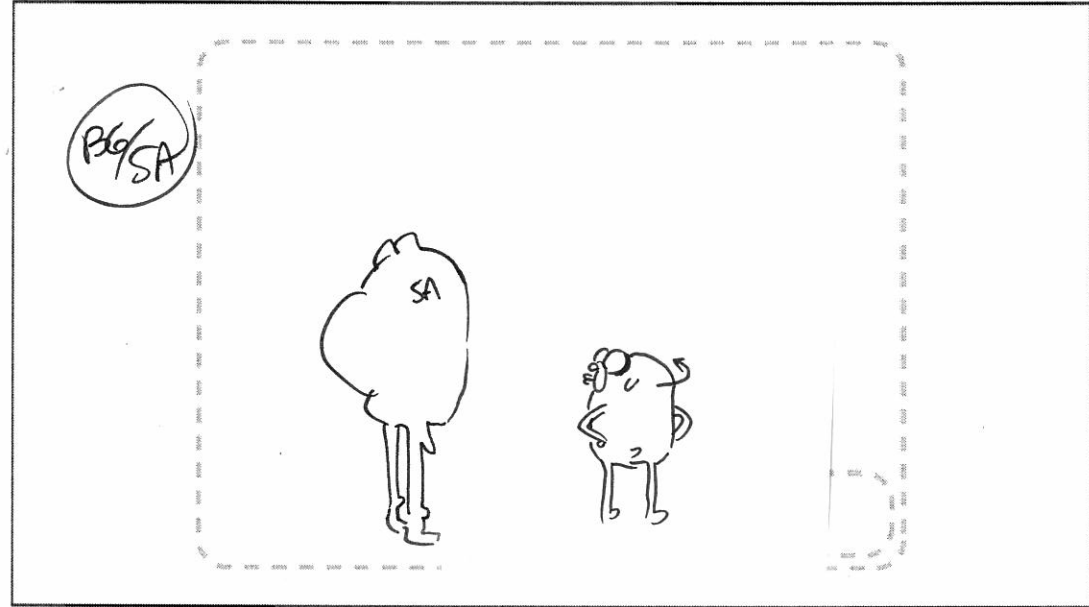


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Sc. 171 Pnl. A Bg. day night



Sc. 171 Pnl. B Bg. day night

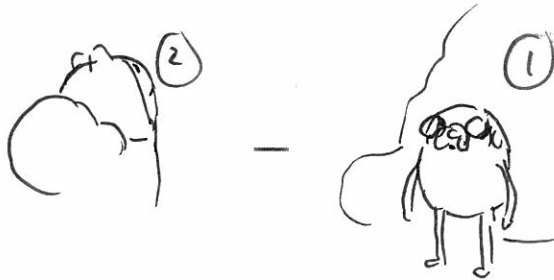


Dialog: (J) So I guess we won't be needin' this thing anymore. →

(J:) You wanna do →

Action:

Timing:



EPISODE #

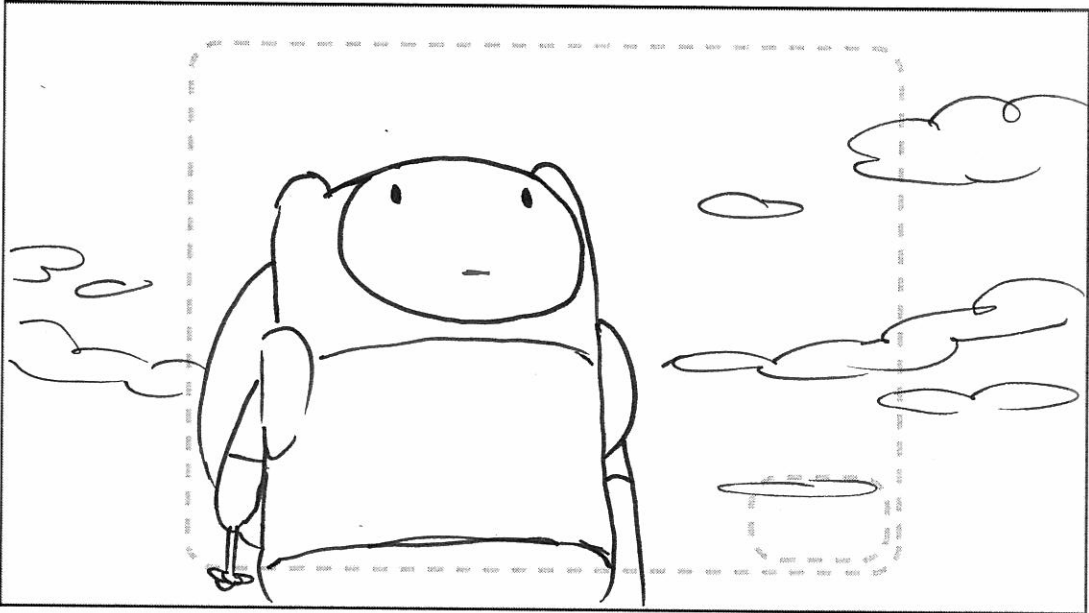
Production :

1025-168

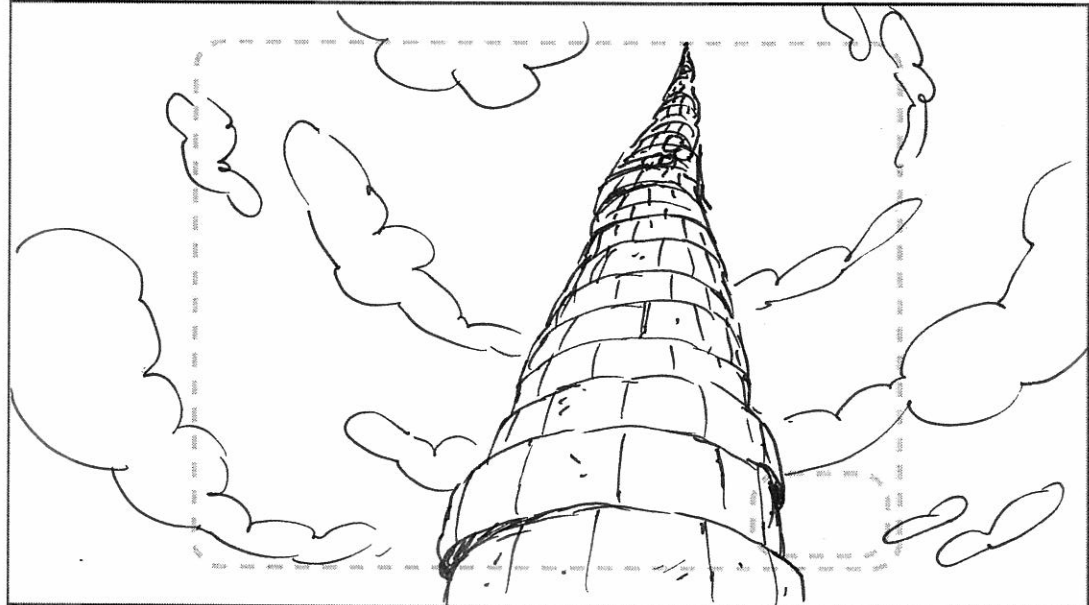
ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



Sc. 173 Pnl. A Bg. day night



Dialog:
(J)(os) → the honors? - BEAT -
Action:
Timing:

EPISODE #

Production :

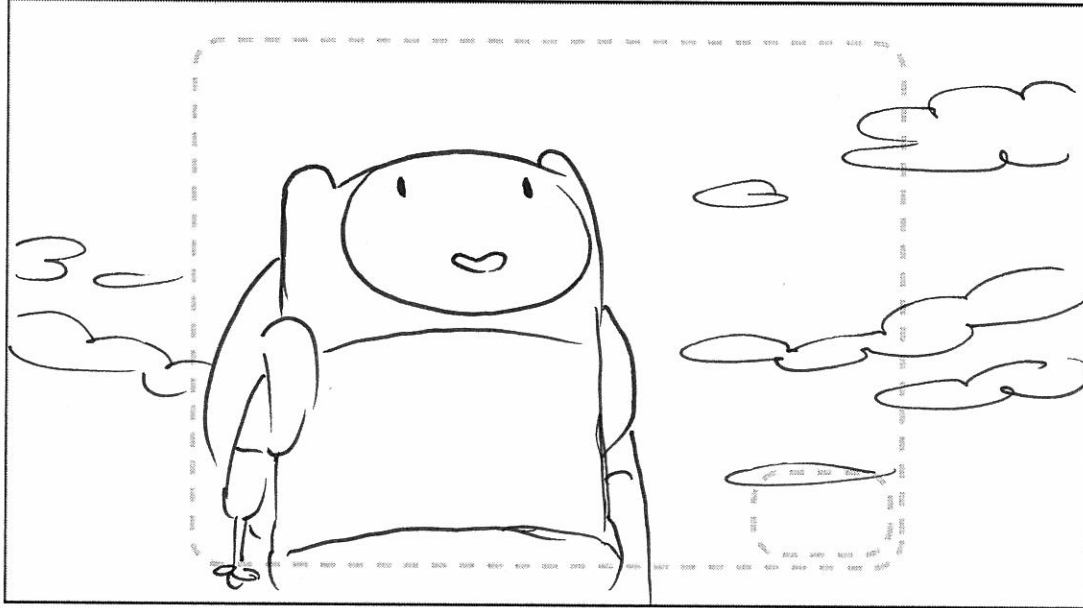
1025-168

# ADVENTURE TIME

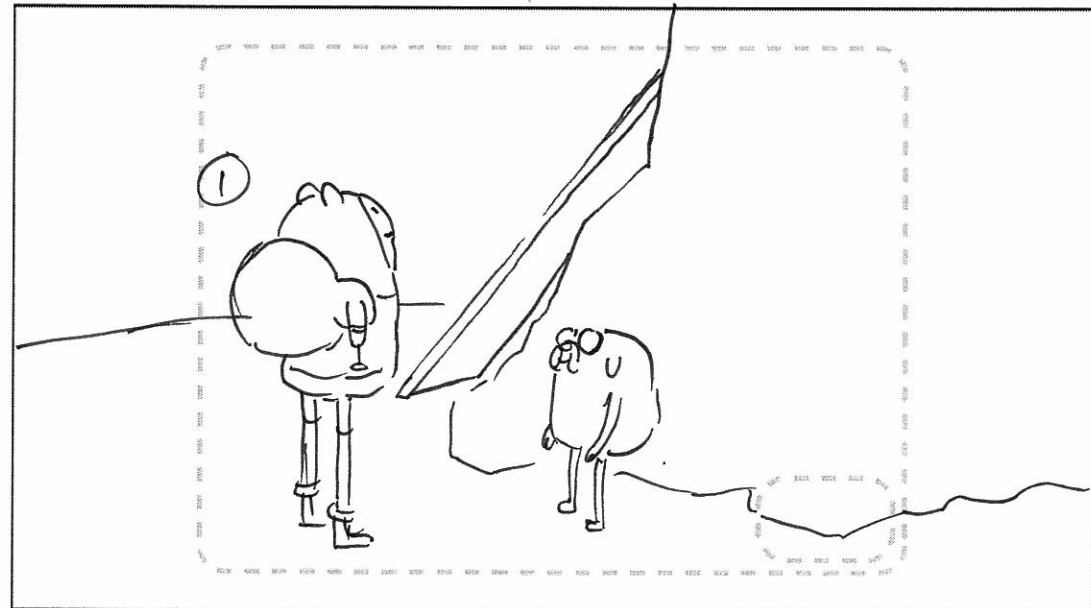


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Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night

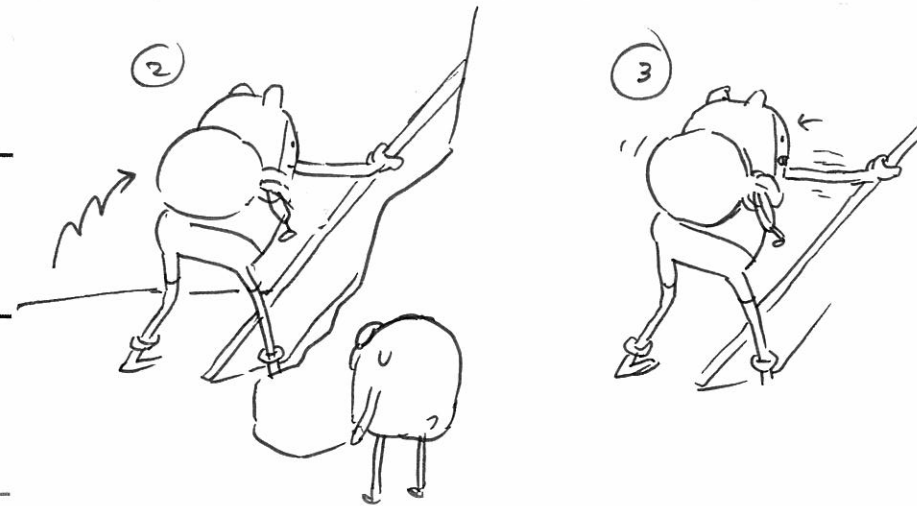


Dialog:

(F:) Yes I do .

Action:

Timing:



EPISODE #

Production :

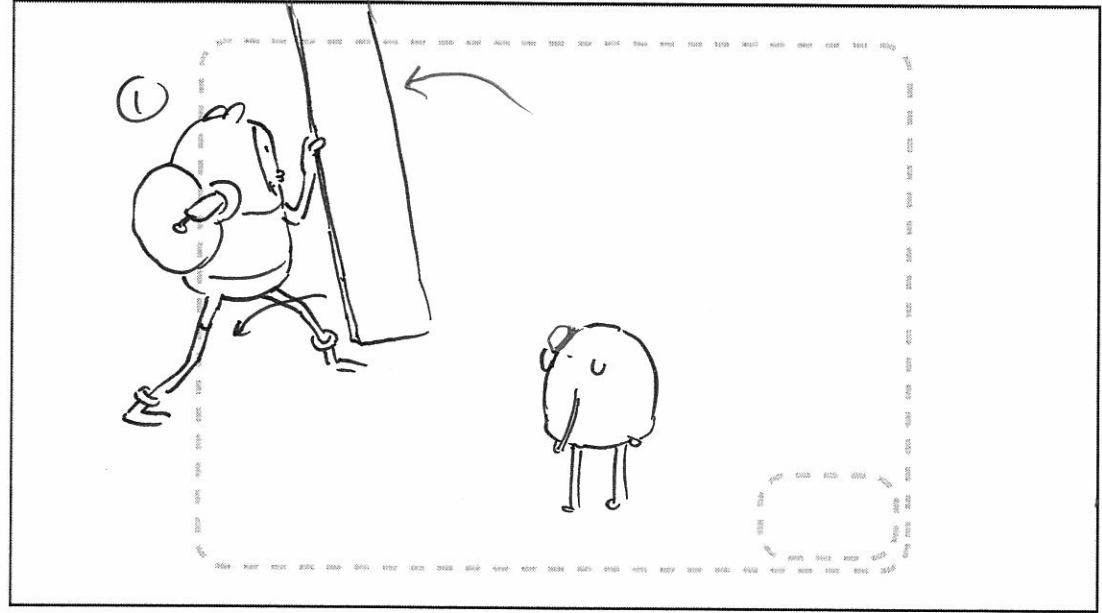
1025-168

# ADVENTURE TIME

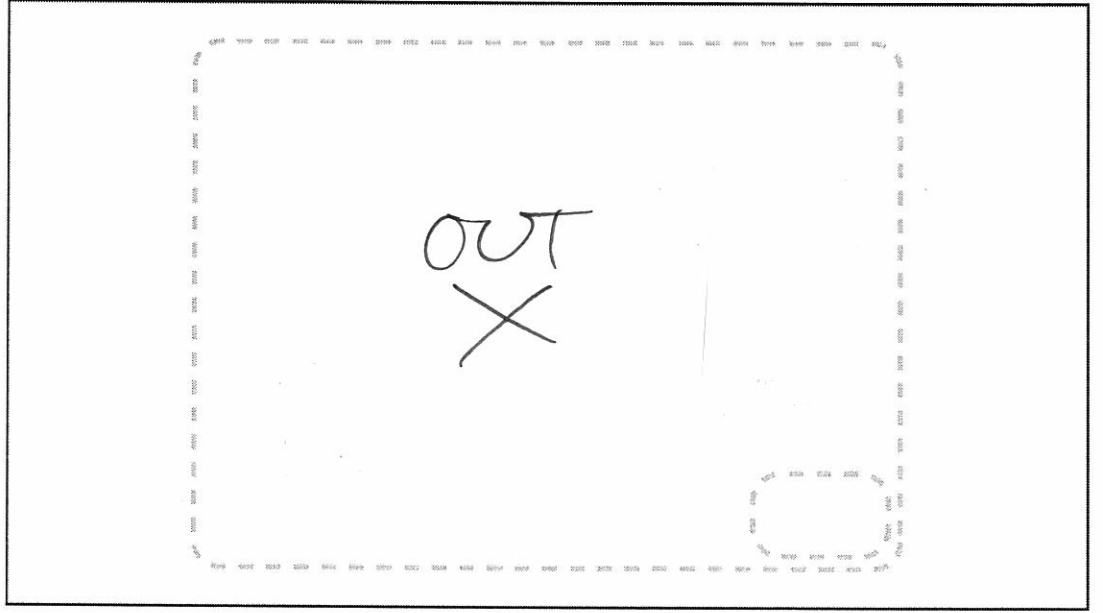



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Sc. 175 Pnl. 3 Bg. day night



Sc. Pnl. Bg. day night



Dialog:	 <div style="position: absolute; top: 600px; left: 300px; transform: rotate(-15deg);"> <p>maybe should be a little wider to see top of board? -Tom</p> </div>	
Action:		
Timing:		
<p>-Finn pulls out support plank</p>		

EPISODE #

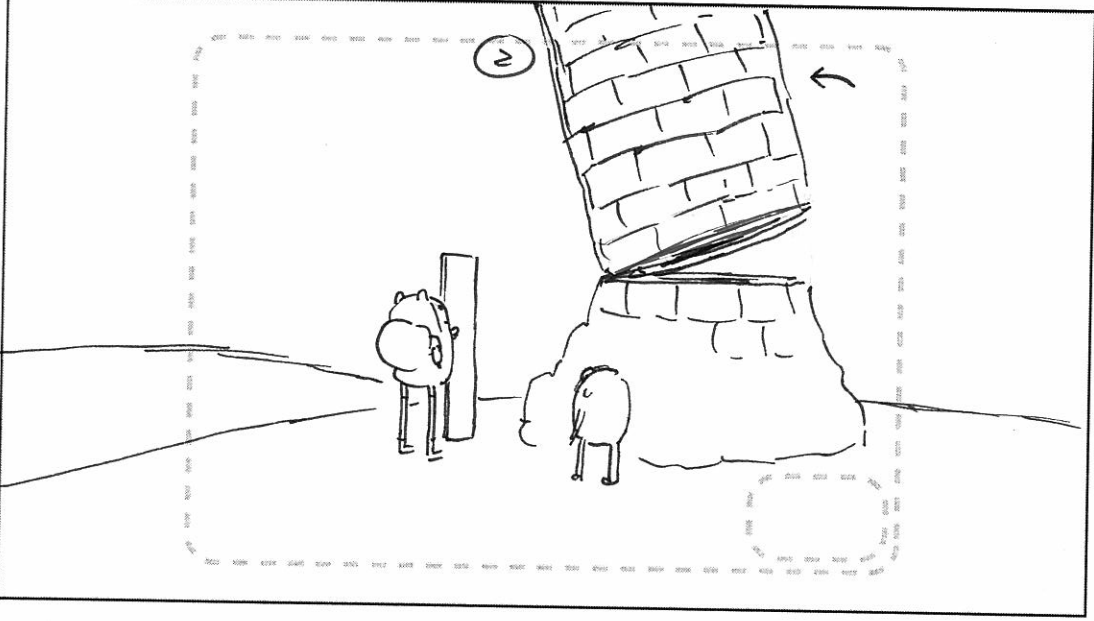
1025-168

Production :

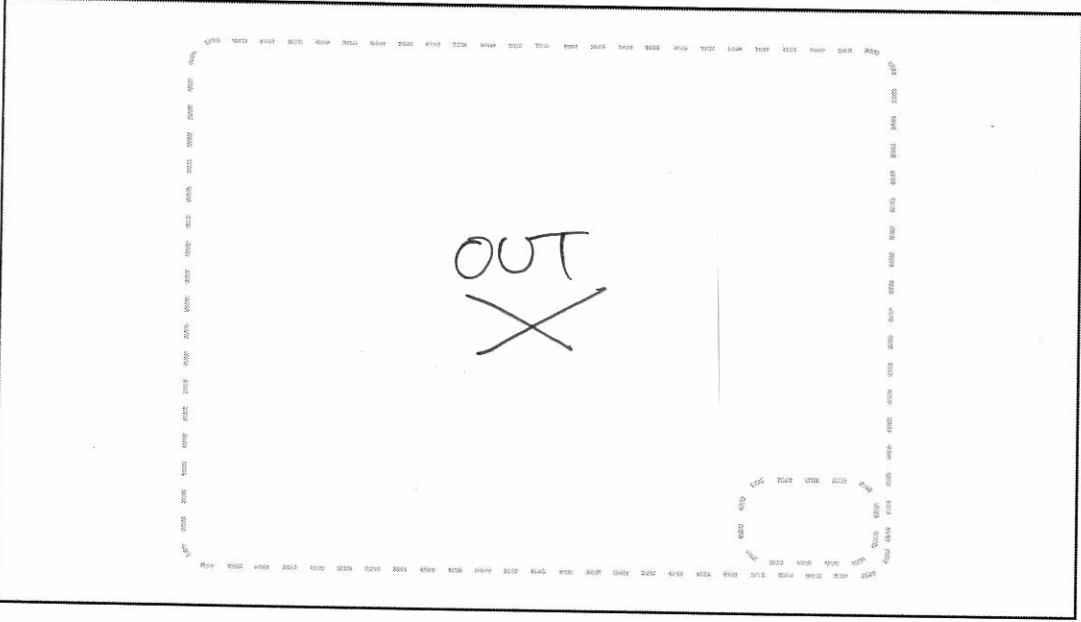
# ADVENTURE TIME



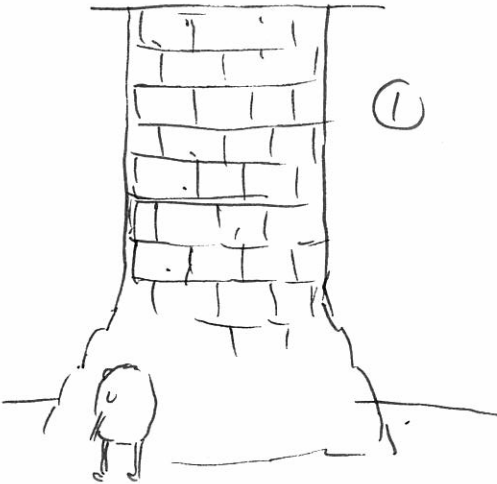
Sc. 176 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:  
  
Action:  
  
Timing:



- tower starts to fall

EPISODE #

Production :

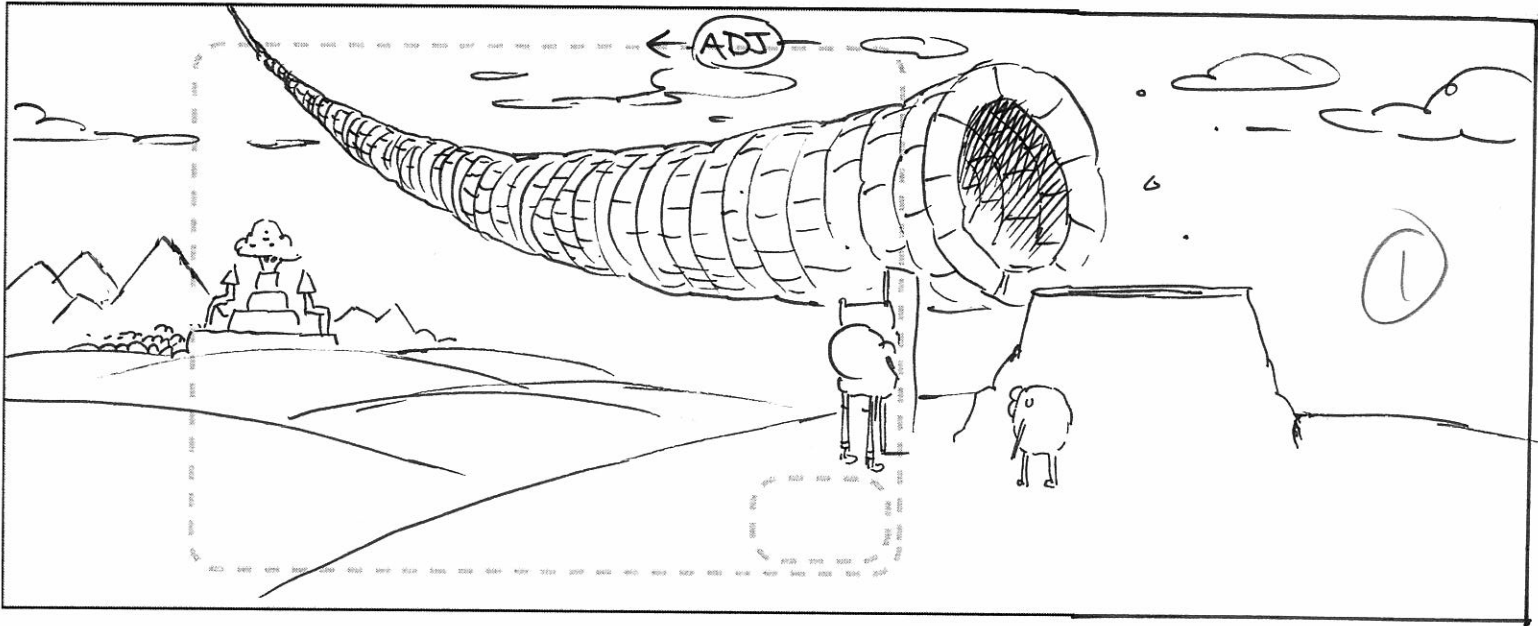
1025-168



ADVENTURE TIME



Sc. 176 Pnl. B Bg. day night



Dialog:
Action: - Tower falls towards Candy Kingdom
Timing:

Production : EPISODE #

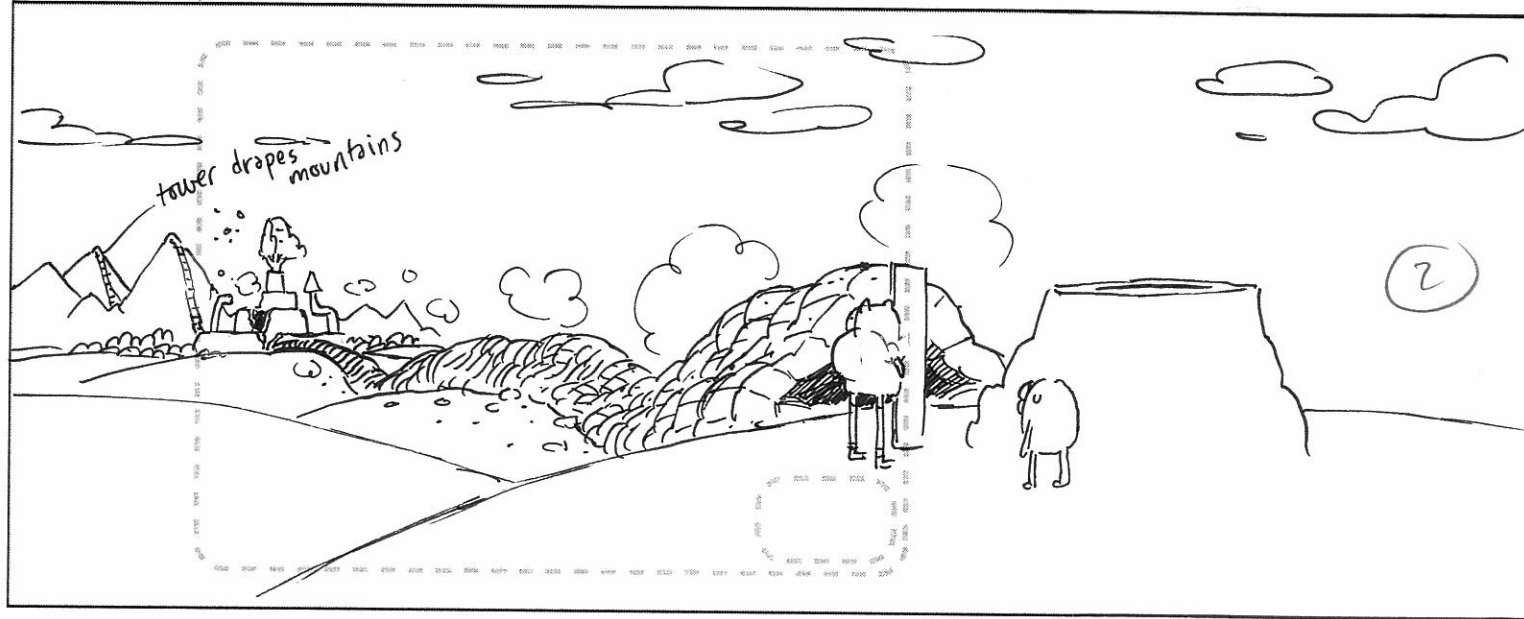
1025-168

# ADVENTURE TIME



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Sc. 176 Pnl. C Bg. day night



Dialog:

Action: - Tower falls, slicing through Candy Castle, draping over mountains and hills.

Timing:

Production :

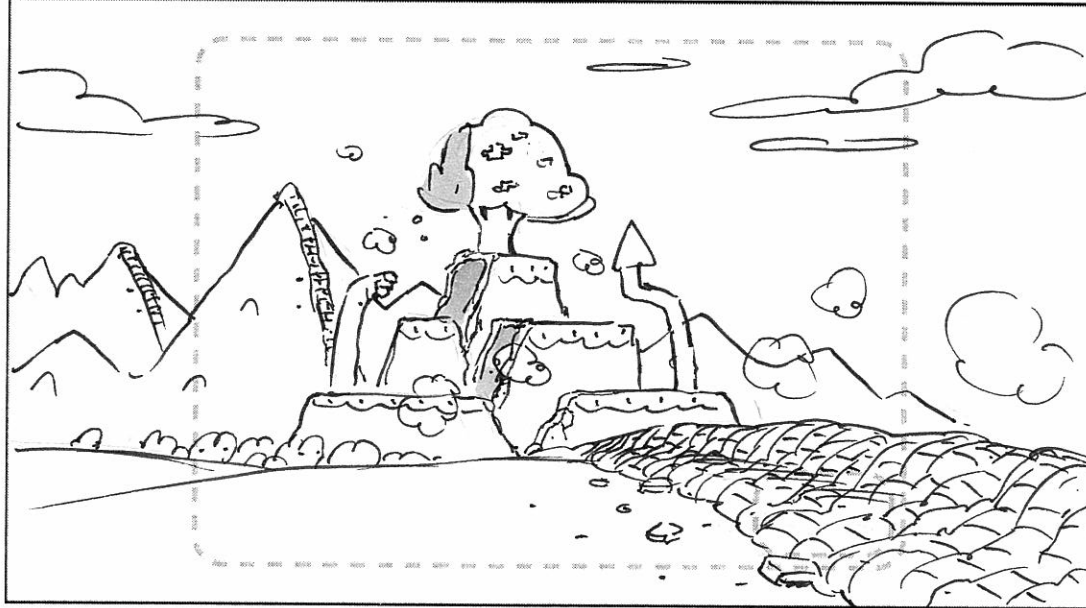
1025-168

# ADVENTURE TIME

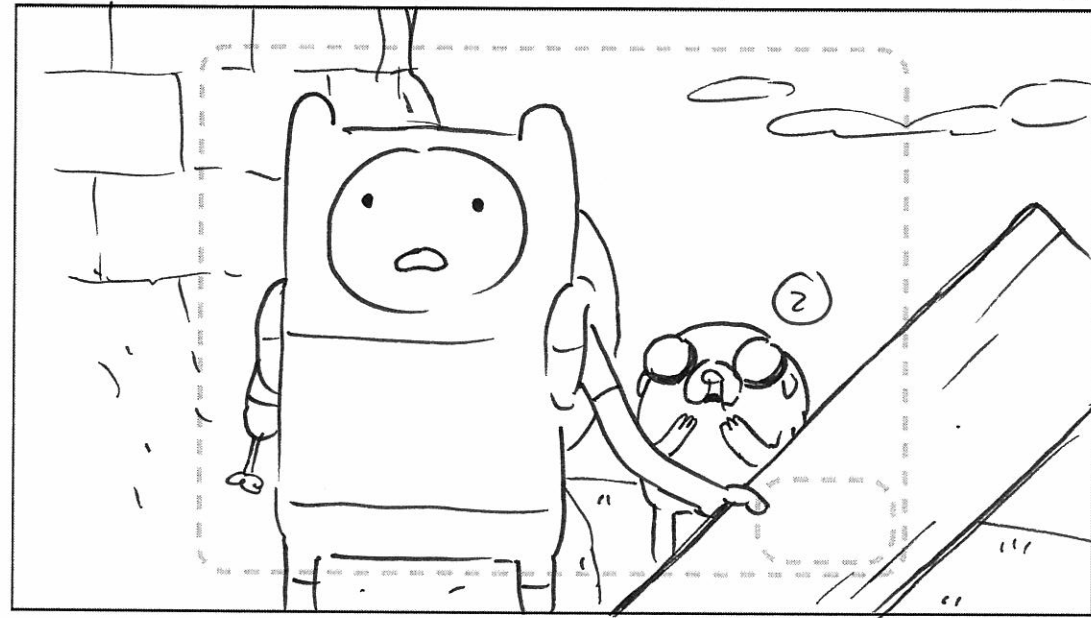


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Sc. 177 Pnl. A Bg. day night



Sc. 178 Pnl. A Bg. day night



Dialog:

- BEAT -

- BEAT -

Action:

- dust clouds dissipate.

Timing:



EPISODE #

1025-168

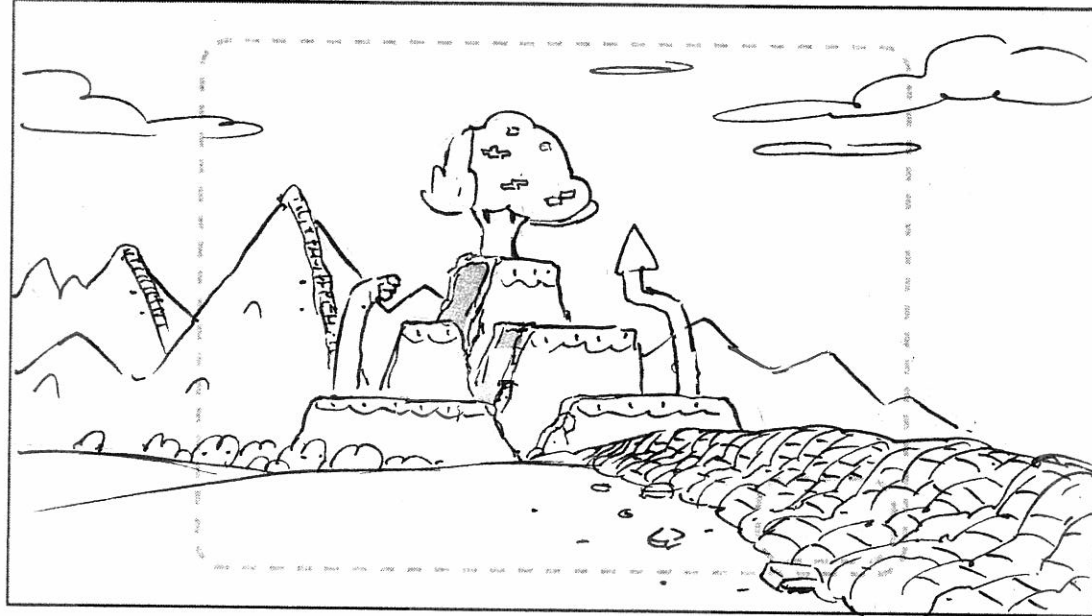
Production :

# ADVENTURE TIME

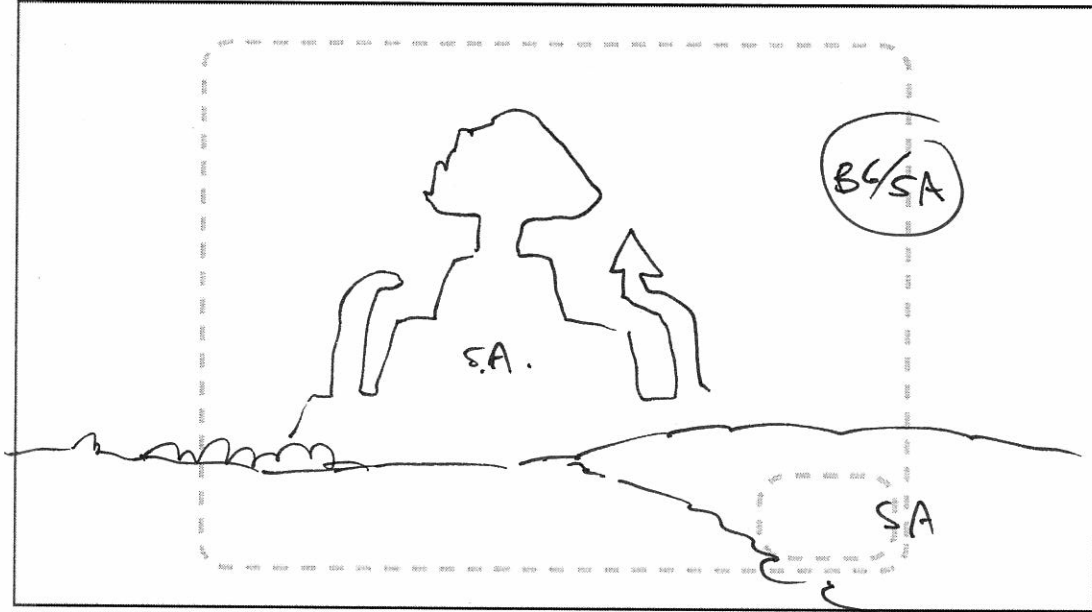


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Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day night



Dialog:

- BEAT -

Princess:  
Bubblegum OS

AUGH!! MY ARM!!

Action:

Timing:

EPISODE #

Production :

1025-168

# ADVENTURE TIME



Sc. Pnl. Bg. day night

END

Sc. Pnl. Bg. day night

X

Dialog:

Action:

Timing:

EPISODE #

Production :